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MEAN MACHINES PlayStation

X-MEN

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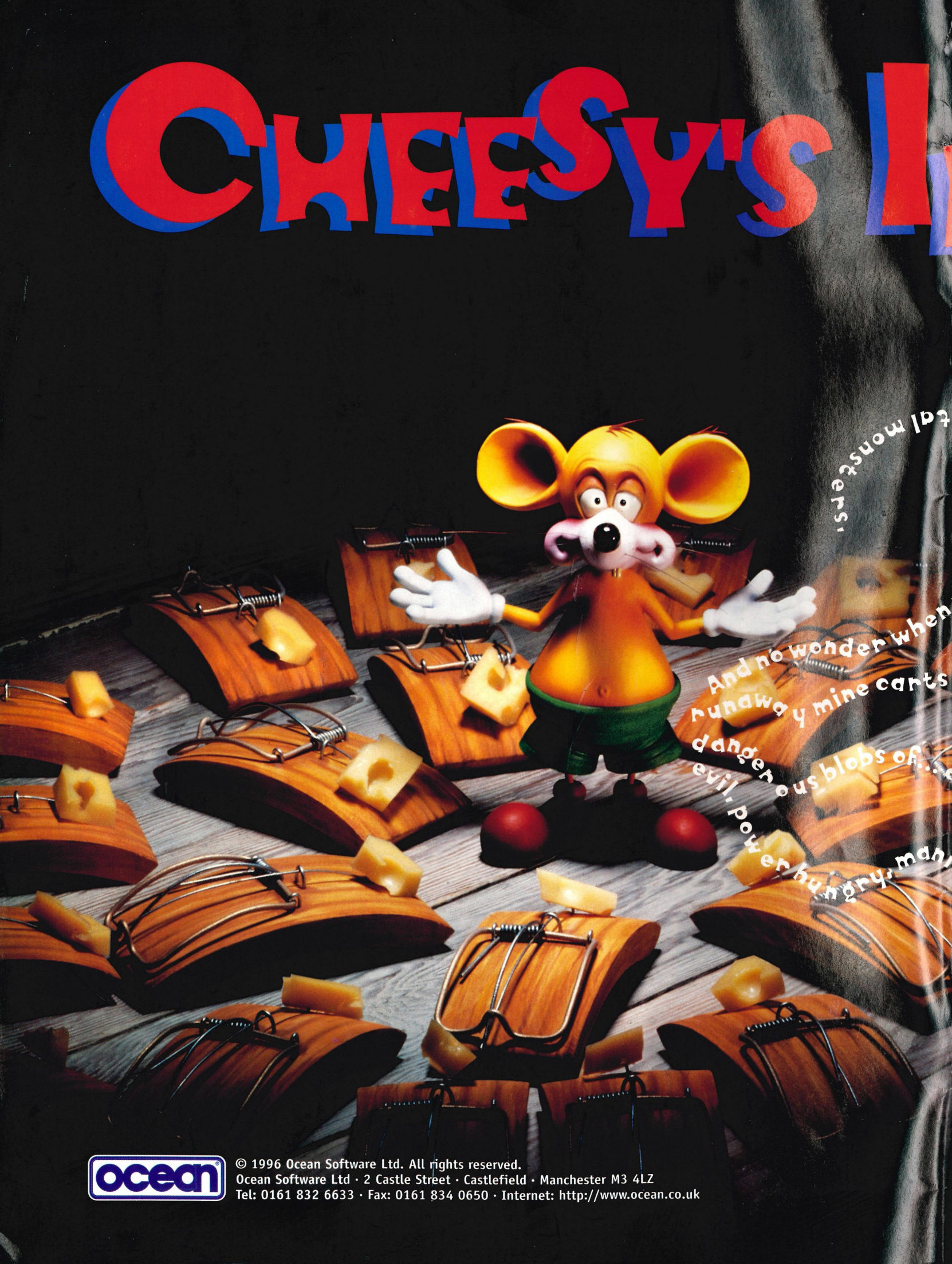

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N A PICKLE

weird experi!

marauding polka dotted aliens, super heated blast furnaces,

danger, fire breathing chilli peppers and one mad

unsociable scientist are all out to get him.

Cheesy

PlayStation

CONTENTS!

REVIEWS

ACTUA GOLF	40
BUST-A-MOVE 2	56
DIE-HARD TRILOGY	46
F1	28
TEKKEN 2	34
TIME COMMANDO	54
SAMPRAS EXTREME TENNIS	50

PREVIEWS

WIPEOUT 2097	62
MICRO MACHINES V3	66
PANDEMONIUM	70
CRASH BANDICOOT	74
DESTRUCTION DERBY 2	78
SUPERSONIC RACERS	80
X-MEN CHILDREN OF THE ATOM	16

REGULARS

HOT PROPERTIES	12
CHARTS/RELEASES	10
PLAYPEN	14
CHEATS	42
NEXT MONTH	82
NEWS	6
U-REVIEW	27

SPECIALS

THE FOUR J-PAD MEN OF THE APOCALYPSE!	58

wipEout 2097

BACK TO THE FUTURE!
It's back and it's better than before! Yep, one of the best-selling titles of '95 gets a complete overhaul from Psygnosis. Speed your way to **page 62** and take a ride into the future with the brilliant-looking WipEout 2097!

TINY TURBOS IN TABLETOP RACING!
They're back and they're bloomin' brilliant. Yes indeed, the game that revved the engines of 16bit gamers comes to PlayStation. Wheelspin your way to **page 66** for a miniaturised peek at Codemasters' excellent reinvention of everybody's old favourite.

FORMULA 1

REV UP YER PLAYSTATION WITH F1 MOTORING FROLICS!
Ignition keys at the ready Playmates 'cos we're on a global tour of the dizzy world of Formula 1. Slip on that helmet and step on the gas to **page 28** for an in-depth review of the game that even manages to keep Murray Walker quiet for half-an-hour!

YIPPEE KAI YAY! MUDDY FUNKSTER!
Shave that head, marry that Demi, slip into that vest and become Bruce Willis, AKA John McClean, the man who can't walk past the newsagents without terrorists trying to blow it to pieces. Turn to **page 46** and check out EA's excellent combination of Fade to Black, Virtua Cop and Twisted Metal!

X-MEN EXPLODE ONTO PLAYSTATION!

That's right 'Station owners, we've the **WORLD EXCLUSIVE** preview of Capcom's beat-'em-up for superheroes. Slip into your lycra jumpsuit, flex those pumped-up muscles and power your way to **page 16** now and unleash the power of X!

PLUS! You've read our X-Men **PREVIEW**, now flip over to the back of the mag and unleash the power of your **FREE** X-Men comic! It's truly awesome!

BORIS

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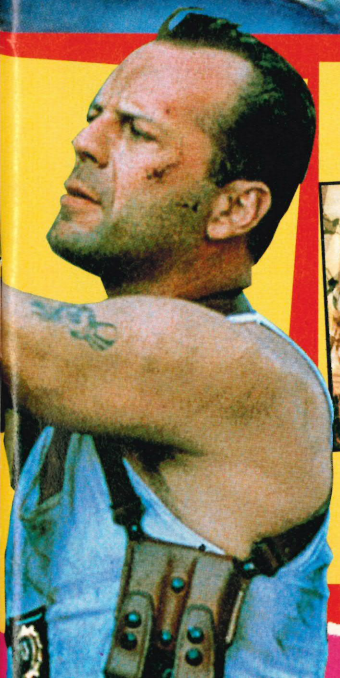
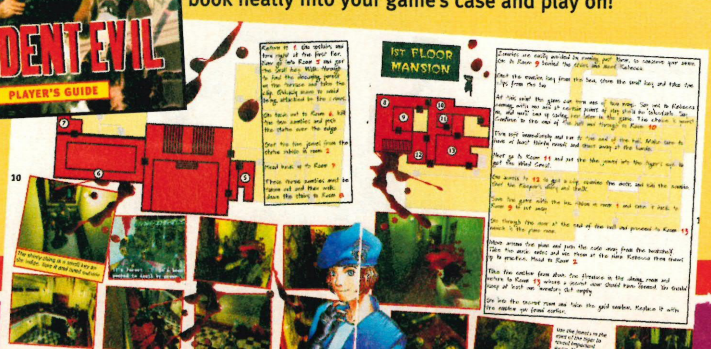


RESIDENT EVIL
THE DEFINITIVE TIPS BOOK – FREE!

You'll have found it impossible to miss – as it's on the flippin' front cover – but **EVERY MONTH** we're gonna be giving away the complete solution to a top PlayStation game, **FREE**! This month it's the complete guide to Capcom's ghoulish schlocker, Resident Evil! The days of carting loads of mags around are over, just slip your book neatly into your game's case and play on!



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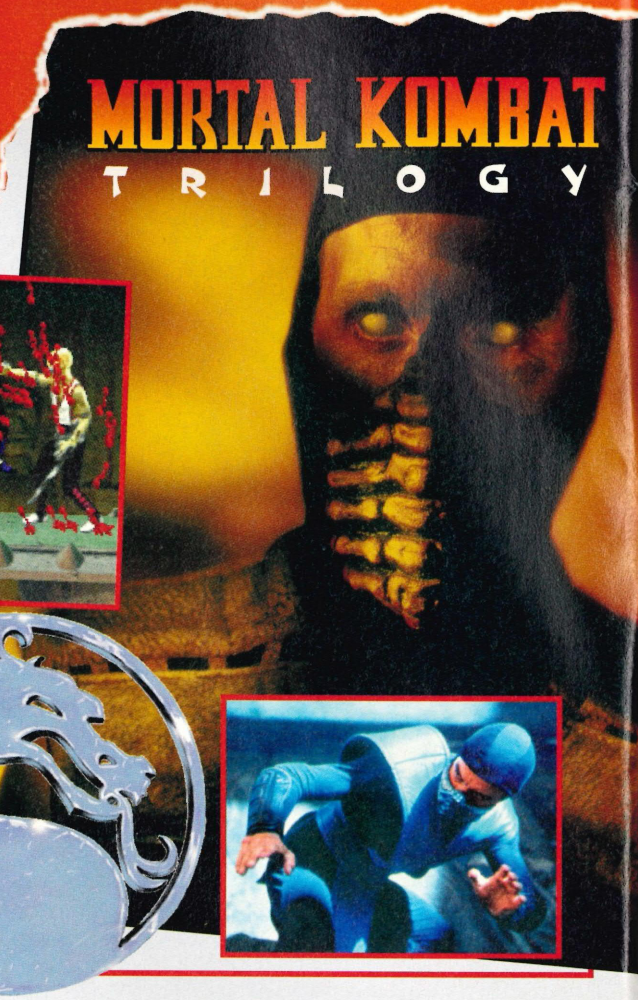
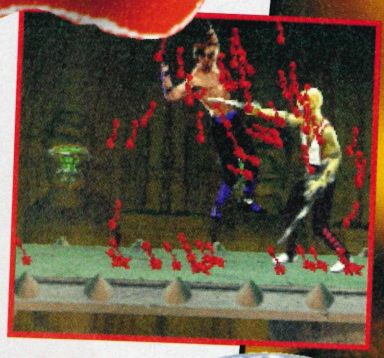
AND REMEMBER KIDS...
Never work with animals (Oz) or magazines!

PSST!





MORTALLY ASSURED DESTRUCTION!

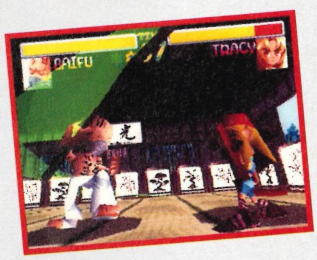
Yes, your dreams are about to come true as Mortal Kombat Trilogy powers towards the PlayStation. Featuring every character ever to enter the Mortal arena, you'll be able to select old favourites like Baraka and pit him against anyone you like, even old four-arms himself, Goro. You'll also be able to contest the fight wherever you like, 'cos Williams are including every background featured in the three games! And there's more! You remember in MK3 the way you'd get messages stating that hidden character, Rain, was waiting in the graveyard for you, well now his bonce is ever-present on the Character Select screen for you to choose. Williams have also stated that Mortal Kombat Trilogy will allow you to choose all the different guises of Smoke, Sub-Zero and Scorpion and that there'll be an all-new look to Johnny Cage. For the full lowdown check out the next issue of Mean Machines PlayStation!

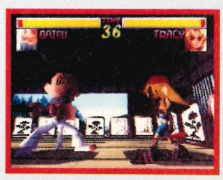
BLESS MY SOUL!

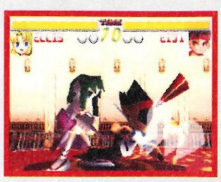
First shots of PlayStation Soul Edge have emerged via Namco's Japanese offices. Soul Edge features ten beautiful, polygon based, sword-swingin' fighters, each competing in a life or death battle. All the moves have been motion-captured and it's reckoned that the graphics and combat-engine exceed that of Tekken 2. If these early shots are anything to go by, then all you beat-'em-up fans out there are in for a real treat!

SCHOOL'S OUT FOR SUMMER!

So the Saturn's getting Virtua Kids, eh? Well Takara are fighting back with a Toshinden spin-off for the PlayStation called Toshinden Kids. This cutesy beat-'em-up features four of the original characters – Eiji, Ellis, Sofia and Tracy — along with four brand new fighters, all sent back to school! Squabbling among themselves, the eight polygon pupils decide the only way to settle the argument is to sort it out with a rumble. And boy will Tosh' Kids be some scrap because it boasts a unique 12-button fighting system that allows you to feint moves, back-off, and then strike with a completely different hit. There're also some really crazy effects that stretch 'our kids' limbs to gargantuan size – if you can pull the right moves off – and loads of hilarious "Ouch that hurt!" graphics that will make your kiddie-kung-fu even more of a blast!







SQUARE PAIR!

While we've all been busy coo-ing over Tobal No.1, those sneaks at Squaresoft Japan have been busy preparing a couple of new titles to thrill your PlayStation. Much as they tried to keep our man-in-Japan from sneaking around their offices, he still managed to get his mitts on the readies. Check these sexy pics out...

BUSHIDO BLADE

Take control of a Samurai warrior and swing your sword through a 3D environment that challenges the player to the limits! These screenshots demonstrate that the game will feature 360° rotation, cameras that zoom about and a full beat-'em-up combat system. Watch this space for more information as it materialises!

FINAL FANTASY TACTICS

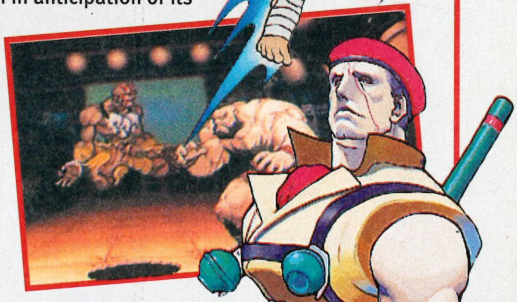
While there's very little information on this addition to Square's PlayStation armoury, these early shots indicate that it's going to be a mystical RPG in much the same vein as their Super Nintendo versions. Obviously it'll benefit from the power of the PlayStation, but to what extent no-one, except Square, knows.

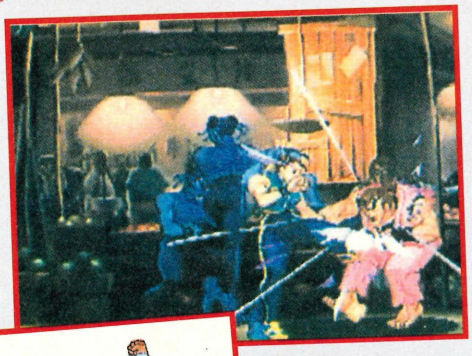
A LIFE ON THE OCEAN WAVES!

One of the most eagerly awaited games in Japan at the moment is Deep Sea Adventure by Takara. Set in the future, you play a sub-mariner searching for his father in a flooded world where monsters rule the roost. This RPG-come-Aquanaut's-Holiday-with-plot looks absolutely gorgeous and features 3D aquatic encounters with squids, sharks and other living fish shop fair, plus a top-view Atlantis adventure and loads of exploring. Let's let these shots do the talking!

STREET FIGHTER ZERO 2 HITS STREETS OF JAPAN!

As you read, millions of Japanese gamers will be thrashing away at the latest incarnation of Capcom's oh-so-popular Street Fighter series. Yep, Zero 2 hit the shops on August 11th, featuring an all-new build-yer-own-combos system, 18 characters – five new heroes and three previously secret – and some gorgeous new backdrops! Next month we'll be looking at an import version in anticipation of its end-of-year UK release under the Alpha name.



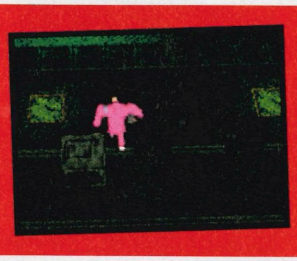


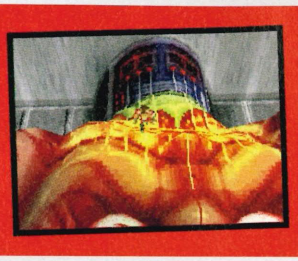
Capcom are releasing this cool six-button specific Zero 2 arcade pad!

PSST!

LET'S LOCK AND ER, RELOAD!

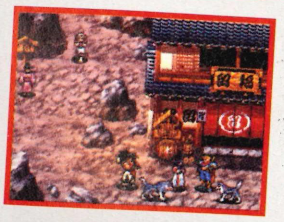
New info and shots of Gremlin's sequel to their successful Loaded title continue to trickle through the gaming grapevine. The plot will remain similarly violent and your objective equally as futile, but Reloaded will feature new rogues, seven new worlds, all-new nutters to control — including a homicidal nun called Magpie and a cannibal who goes by the title of The Consumer. Add all those sexy PlayStation lighting effects and an extra puzzle element and we've got quite a lot of gore to look forward to later this year!





SAMURAI SHOWDOWN TAKES ON NEW ROLE!

Yes, you read it right, SNK'S infamous beat-'em-up is getting the role-play treatment! Taking control of one of five player characters you've got to romp around a huge (about 5000 – count 'em – screens) play area. But don't worry that you'll be doing nothing but wearing down your shoe leather 'cos there's going to be tons of fighting, with over 200 different monsters to kill and much of the excitement that SS originally generated!



TAKE THE PAIN!

Fancy takin' the gaming experience one step nearer to reality? Well all you've got to do is buy yourself the Aura Interactor. Using technology developed for the Space Shuttle (honest), the Interactor straps on yer back, picks up sounds from your games and then turns them into vibrations of varying strength. Okay, they're the best part of £70, and probably out of most people's price-range, but they are quite effective for playing games like Doom and Tekken. Here our Steve tries it on against Tekken 2's Baek and gets a proper kickin'!

SURF'S UP DUDE!

Following on from the immense success of their Alpine Racer arcade game, Namco have released a follow-up – Alpine Surfer. This time, rather than ski-ing you have to race on a snowboard, charging downhill through gates performing all-manner of crazy tricks. Watch out for more snowy news soon!

NO WAY IN FOR SATURN!

The Saturn took another knock this month as high street retailer, Our Price, decided not to stock the PlayStation's arch-rival. So, when you're out shopping with a Saturn owning mate, lead him into Our Price, ask him where the Saturns are and then lead him over to the PlayStations at £199 and a free copy of Ridge Racer. Who's winning the console war?

BLAM! -MACHINEHEAD

See! *through the eyes of Dr Kimberly Stride as you ride the Vorpal Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama.* ***Gasp!*** *with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV.* ***Laugh!*** *in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration.* ***Scream!*** *with terror at horrific hordes of mutated polygonal enemies.* ***Beg!*** *for mercy as you face the Machinehead in the mother of all showdowns...*

Play! ***Blam!-Machinehead!*** *for the ride of your life.*

Blam!-Machinehead
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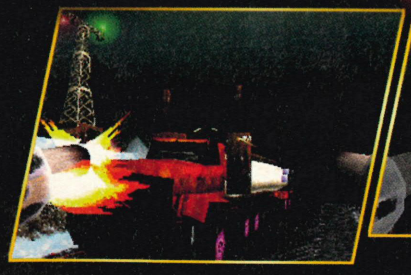

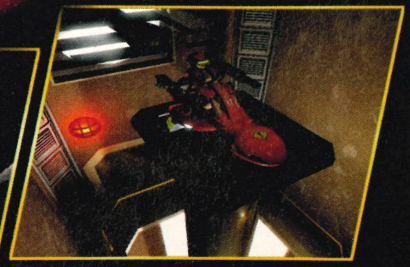

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SEGA SATURN
PLAYSTATION

EIDOS INTERACTIVE
Part of the Eidos group of companies

CORE

PSST!

Let's have a gander at those crucially important release dates...

DECEMBER

X-MEN: CHILDREN OF THE ATOM
Capcom are playin' tricks on us all!
OUT: LATE NOVEMBER

NOVEMBER

DARKSTALKERS
Stalking in the dark's gonna have to wait until late Autumn!
OUT: END OF OCTOBER

OCTOBER

TEKKEN 2
Originally due September, but a fight broke out and all the characters ended up in hospital!
OUT: OCTOBER 3RD

SEPTEMBER

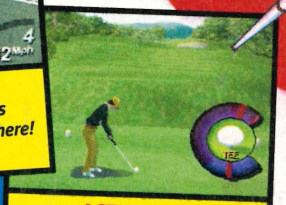
BUST A MOVE 2
Not too long to wait until bubble popping becomes a major way of life!
OUT: SEPTEMBER

OLYMPIC SOCCER
Out now and well worth a look!
OUT: AS WE SPEAK!

SAMPRAS EXTREME TENNIS
Pete argued with the umpire and was sent off court to cool down for a week or two!
OUT: SEPTEMBER 9TH

OUT NOW

F1
Originally due July, but was slow off the grid. Almost there!
OUT: SEPTEMBER 26TH



ACTUA GOLF
Planned for July, but the producer wasn't entirely happy with the colour of the golfers' trousers, so made necessary changes!
OUT: END OF AUGUST

CHEESY
Mouse-type platforming ahoy!
OUT: NOW!

DIE HARD TRILOGY
Bruce Willis coming to a PlayStation near you soon!
OUT: SEPTEMBER 14TH

SEPTEMBER

RETURN FIRE
Tiny tanks and jeeps held up in the workshop as Sony are still busy picking at silly little things in the game's quality control!
OUT: END OF SEPTEMBER

OCTOBER

SPOT GOES TO HOLLYWOOD
Was due almost a year ago, but Spot got stuck somewhere on his platforming quest! Now we'll have to wait for Virgin to rescue the little chap!
OUT: EARLY DECEMBER

NOVEMBER

DECEMBER

HMV CHARTS

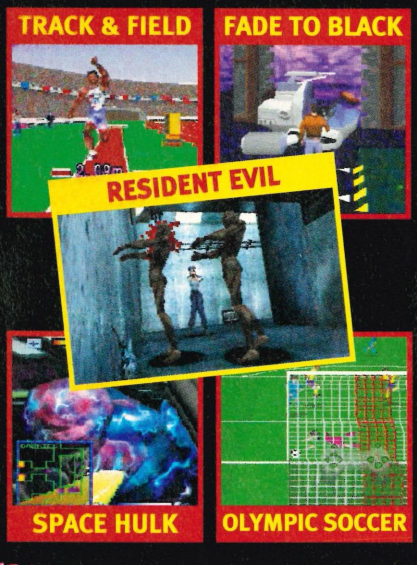
HMV
KNOW HMV • KNOW GAMES

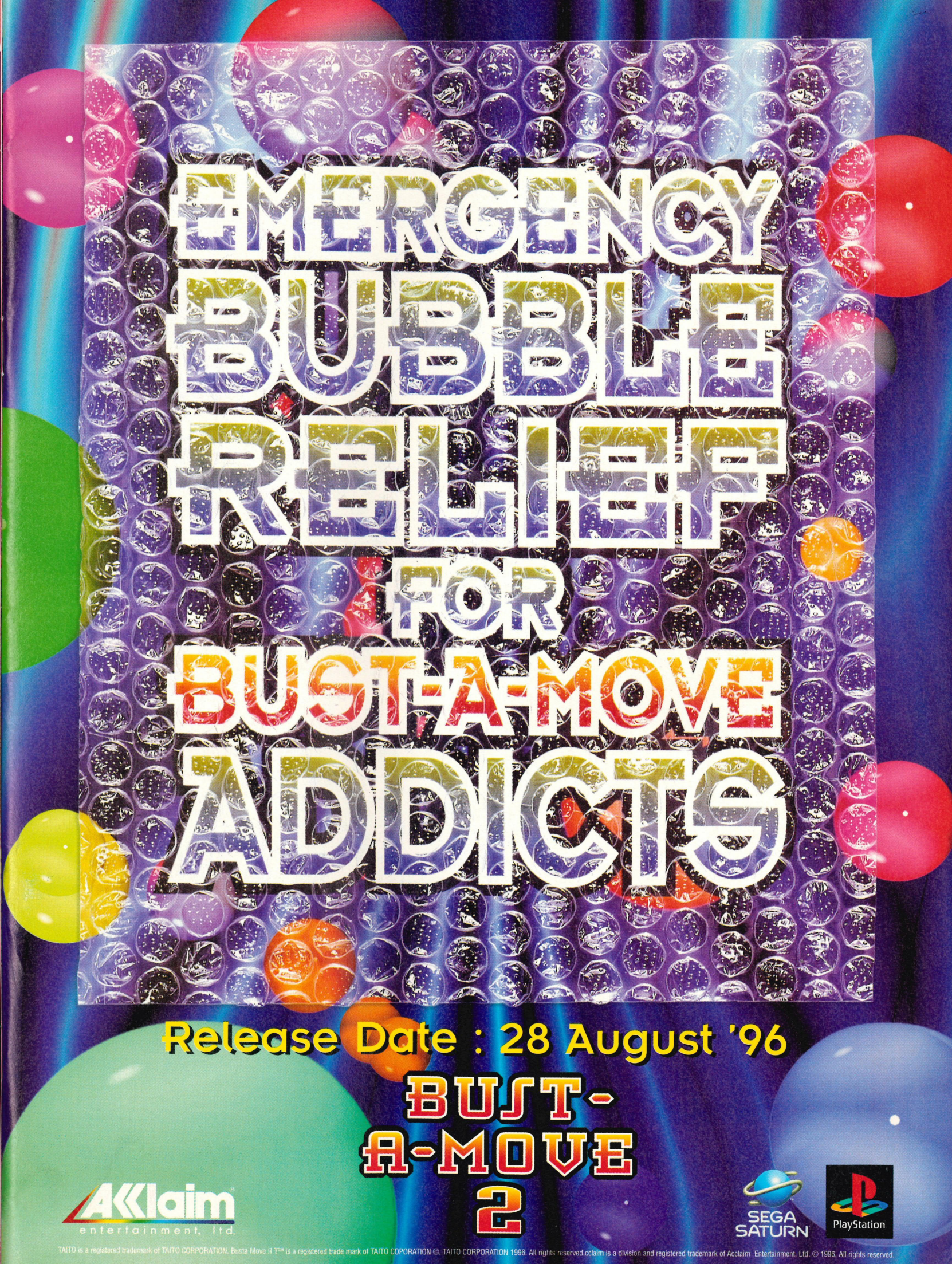
1.	▶◀	**FADE TO BLACK**
2.	▶◀	TRACK & FIELD
3.	▶◀	ALIEN TRILOGY
4.	NEW	OLYMPIC GAMES
5.	▶◀	R.R. REVOLUTION
6.	NEW	SPACE HULK
7.	NEW	OLYMPIC SOCCER
8.	▼	TOSHINDEN 2
9.	▶◀	ADIDAS POWER SOC.
10.	▲	FIFA '96

EA's 3D blast and romp space title holds its own and retains the big number one slot!

Street Fighter Alpha exits the charts (in readiness for **Tekken 2**?) while **Adidas Power Soccer** drops one place and **FIFA '96** challenges with a return visit to the top ten. US Gold have something to celebrate about with two new entries where it counts, while Electronic Arts console (get it!) themselves after the departure of **Need for Speed** with the imminent arrival of **Die Hard Trilogy**. It is, however, all about to change, and EA, Konami and Acclaim should enjoy their time at the top before the release of **Resident Evil**, **Tekken 2** and **F1**. Until next month keep 'em peeled Playlets!

MEAN MACHINES PLAYSTATION RECOMMENDS





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HOT! PROPERTIES!

It's time to take a monthly glimpse into the future through the eyes of the Mean Machines' crystal ball. Stare hard in a Mystic Meg type style-e and check out the future of PlayStation gaming!

TOMB RAIDERS

CORE DESIGN

Don the hot-pants of sexy Lara Croft and adventure your way around Core's cool looking third-person, 3D environment, in search of an ancient artifact with a difference.

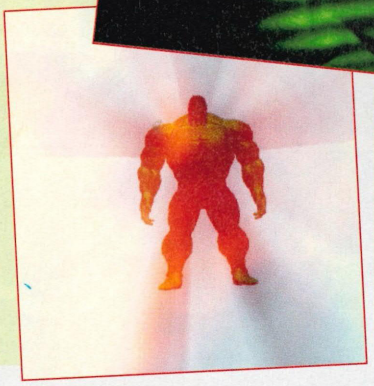
RELEASE
Winter '96

INCREDIBLE HULK

EIDOS

The mean, green, fighting machine returns to do battle against the forces of evil over five levels of 2D and 3D fighting, platforming and puzzling chaos!

RELEASE
November '96

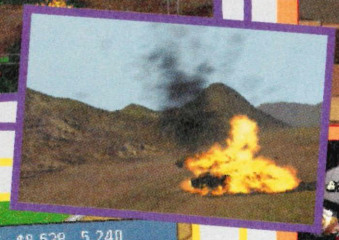


STRIKEPOINT

ELITE

Take charge of the Strikepoint team and take on the evil Hex organisation in Elite's 3D helicopter, strategy shoot-'em-up.

RELEASE
October '96

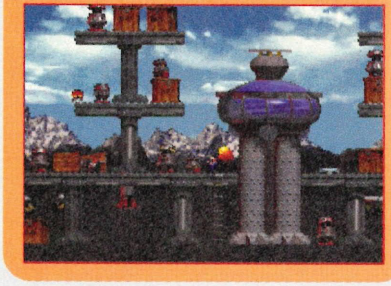


TRASH-IT

WARNER INTERACTIVE ENTERTAINMENT

It's time to get tooled-up, for 16-player hammer action as you become Jack Hammer; a hero battling to clear over 100 Levels of practically everything — armed only with one of thirty different hammers!

RELEASE
November '96

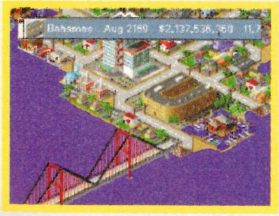


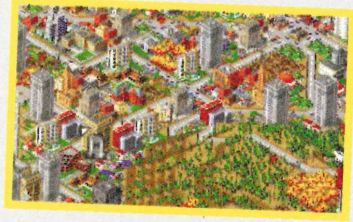
SIM CITY 2000

MAXIS

Maxis' best-selling city management sim goes into construction on PlayStation with a brick of a difference – this time you can travel around the block in 3D.

RELEASE
September '96





"Dullsville" eh? Clever name! Still, with you playing the part of God, you can call each town what-ever the flippin' eck you want! Cool.

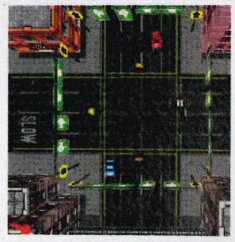
GRAND THEFT AUTO

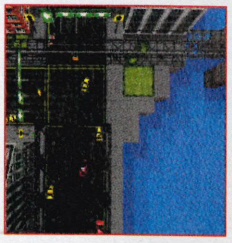
BMG

Rob cars and joyride to your little heart's content in BMG's top-down, ride-around-city-blocks-keeping-yo-ass-away-from-the-law, er, 'em-up!

RELEASE

December '96





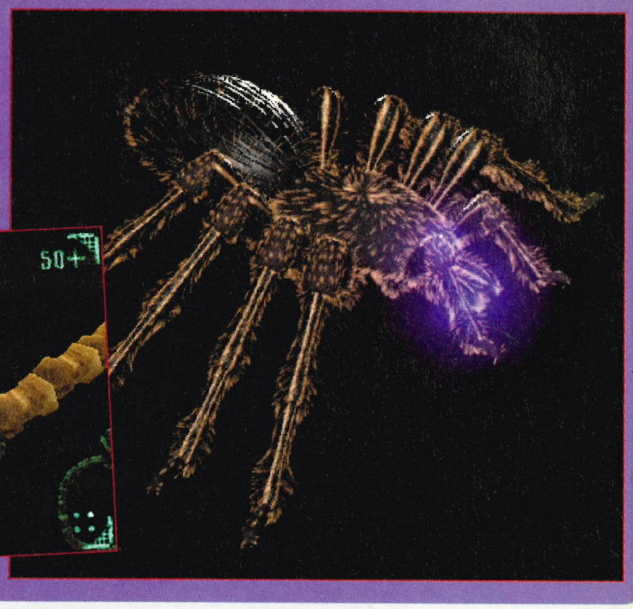
SPIDER

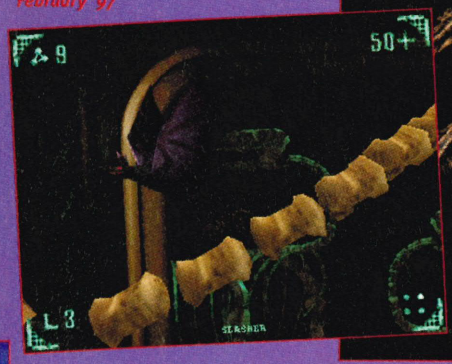
BMG

Arachnid adventures among the drainpipes, as your Incey-Wincey-spider-self crawls his eight-legged way through this very unpleasant insect-infested platformer!

RELEASE

February '97





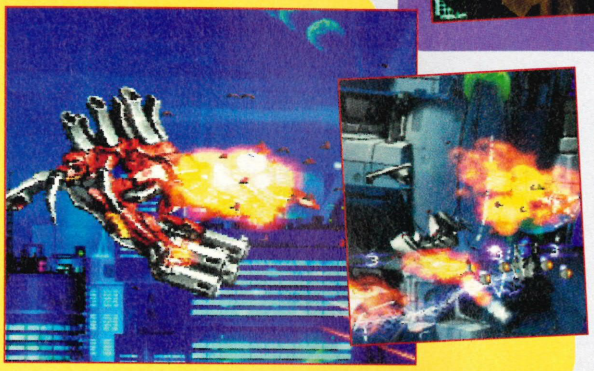
X2

OCEAN

It's time for some multi-scrolling-space-shooting style shenanigans courtesy of Ocean developers, Team 17. Early shots indicate that this little baby should be a real blast!

RELEASE

TBA



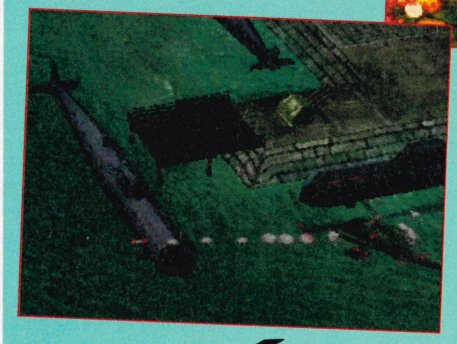
SOVIET STRIKE

ELECTRONIC ARTS

Following on from the highly successful Desert, Jungle and Urban Strikes, Electronic Arts bring the series up to date with the first 32bit incarnation. Choppers ahoy!

RELEASE

October '96



SWIV 3D

SCI

Climb aboard either a helicopter or a four-wheel drive buggy and battle your way through thirty-plus levels of 3D, enemy-crammed action in search of your daughter... and I didn't even know you had one!

RELEASE

Winter '96

BROKEN SWORD

SONY

Adventure-y type, Point-'n'-click goings on as you embark on a modern day crusade in search of... well no-one except developers, Rebellion, knows at the moment!

RELEASE

September '96

PLAYPEN!

"Hello Boys! And welcome to Joy's Pad. Yep, the comfy cushions are all fashionably flung, Sony's sexy machine is firmly plugged-in and I'm ready to roll around with my very own super-slinky joypad and take on all-comers! Forget the myth that chicks can't play games, 'cos I'm the dish with the discs, the blonde with 32bits, the hotstuff with the high-scores, the babe with all the bonuses, the... ah, forget the bull guys, I'll let my stats do the talkin'! And hey, you don't really need evidence – surely you can tell that I'm built for a game or two... can't you?"

BODY OF EVIDENCE!

You know guys, looks can be deceiving – well, a little perhaps – so here's the full SP on your fave fox...

NAME:	Joy
AGE:	18
STAR SIGN:	Virgo, silly.
VITAL STATS:	Answers on a postcard!
ADDRESS:	A Penthouse suite called the 'PlayPen' right at the very top of Lord Emap's Tower.
OCCUPATION:	Gaming angel and letters lovely to MMP.
FAVE GAME:	Bust-A-Move 2 and anything that involves two-players... titter!
LIKES:	The three Gs – Guys, games and good times!
DISLIKES:	Dames who ain't into games!

Virgin INTERACTIVE entertainment

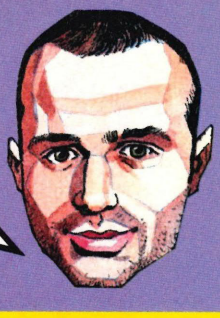
PLAY-DOUGH

I'll also be giving away a top game from Virgin every month to the reader who sends me the best piece of artwork or letter. Send your letters to:

THE JOY OF SKETCH (OR LETTERS), Joy's Pad, Mean Machines PlayStation, EMAP Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

REMEMBER: Write down which Virgin game you'd like to win if I choose your letter or drawing as my fave of the month. I look forward to fingering my way through your entries!

I know I'm not quite as pretty or shapely as Joy, but if you want to write to me concerning anything vaguely PlayStation, then drop a line to MEAN MAIL at the same address as Joy's.



SCORE WITH JOY!

Okay boys, you reckon you can outgun me in the games department do ya? Reckon you can shoot harder, wiggle faster and out-move me on your fave games! Don't make me laugh – my costume might give if I giggle too much! I've the hottest hands in the business and I'll be able to outgun all of you in the high-score department, but it's worth you entering my Score-A-More table... I suppose.

Check out what those gaming goons on the mag managed on their fave title and send me a screen photo proving your high-scores (so I know you're not telling porkies of course!) to the following address:

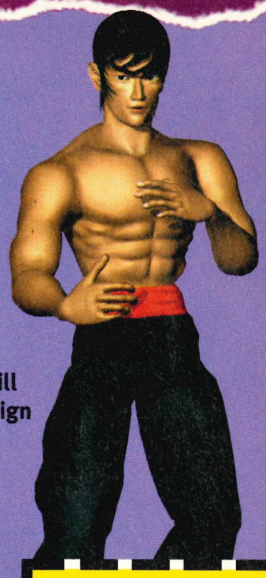
SCORE-A-MORE, Joy's Pad, Mean Machines PlayStation, EMAP Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

What with the recent Olympics and everything, I thought I'd get you going with Konami's International Track and Field, so take a look at the best overall scores and the three individual event records shown, and then get your entries in as soon as possible. And by the way boys, don't bother entering if you can't even beat the MMP chimps' scores!

COMPETITOR	100m SPRINT	LONG JUMP	HAMMER	TOTAL
SIMON	9.99 seconds	9.98 metres	94.27 metres	14025
MATT	8.05 seconds	10.10 metres	104.45 metres	15125
STEVE	8.26 seconds	9.53 metres	100.22 metres	14963

MEAN TEAM!

THE EXCLUSIVE MEAN MACHINES PLAYSTATION READERS' CLUB



THE MEAN TEAM is here! To celebrate the new magazine we're inviting readers to join an exclusive Mean Machines PlayStation club which will save all members a fortune, give them all the hottest PlayStation news first, and put them streets ahead of the rest. All this for the price of a stamp!

SO, WHAT DO YOU GET?

Membership of the Mean Team will give you:

1. A monthly newsletter with all the latest news written by Editor, Simon Clays.
2. Discounts on software — including some of the greatest games around.
3. Fabulous free giveaways.
4. Exclusive Mean Team offers and competitions.

PLUS! There will also be the chance to save money on some of your favourite activities — basically, there'll be something for everyone whether you're a sports fans or a die-hard gamer. With each newsletter there will be new offers and Mean Team exclusives, so sign up for the Mean Team today.

HOW TO JOIN:

As a special launch offer, membership of the Mean Team is FREE! Simply collect THREE TOKENS, from the first three issues of Mean Machines PlayStation. In ISSUE 3, we will give you full details of how to claim your free membership and where to send the tokens. We'll then send you your exclusive Mean Team pack. **Photocopies will not be accepted.**

To ensure you don't miss the collectable tokens, subscribe today or ask your newsagent to reserve a copy every month.

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Do us a favour and save me a copy of Mean Machines PlayStation every month. Go on, I'll be your best mate forever, honest.

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PREVIEW

THERE'S ONLY ONE THING BETTER THAN COMPUTER GAMES AND COMICS, AND THAT'S COMPUTER GAMES WITH COMICS IN 'EM! AND WHAT BETTER GROUP OF CHARACTERS TO START WITH THAN THE X-MEN. GRRR!

X-MEN

CHILDREN OF THE ATOM

Of my few true pleasures in life, playing computer games and reading comics remain not only up the top of the list, but probably the ones best-exercised on a regular basis – well, apart from my lavatorial habits, ahem! It is then (as you'd probably imagine) with some excitement that I await the arrival of the many comic-related games that are currently heading for the PlayStation. Not only do we have the likes of Batman, Iron Man, and all the Marvel Super Heroes both, present and from their 2099 universe to look forward to, but we're also getting the arcade smash hit, X-Men: Children of the Atom. This stunning beat-'em-up contains not only all your favourite characters, but the sort of game engine that you'd expect from those masters of the fighting game, Capcom. Nuff said?

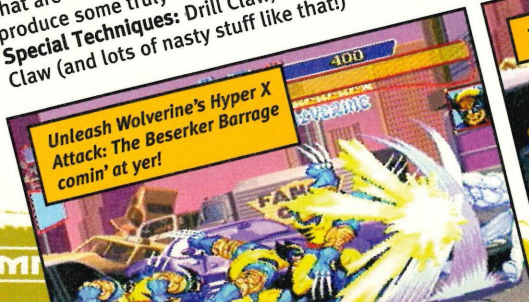
THE UNCANNY X-MEN!

WOLVERINE
"BERSERKER FURY-WEAPON X STYLE"

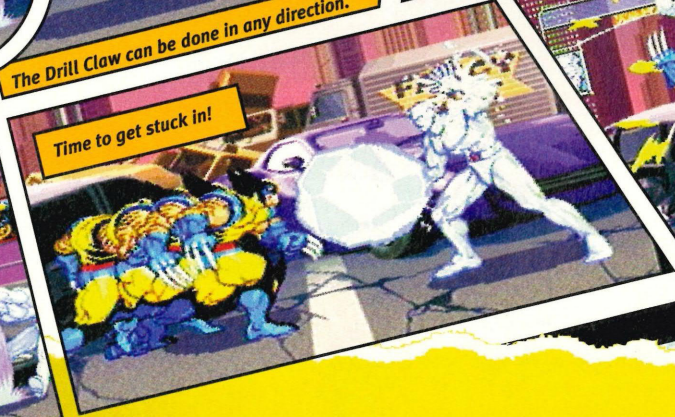
Real Name: Logan
Height & Weight: 5'3", 195lbs
Home Stage: Savage Land
Wolverine is easily the best character for fast, close-ranged combat. He has a number of incredibly quick moves that are easily chained together to produce some truly awesome combos.
Special Techniques: Drill Claw, Tornado Claw (and lots of nasty stuff like that!)

The Drill Claw can be done in any direction.

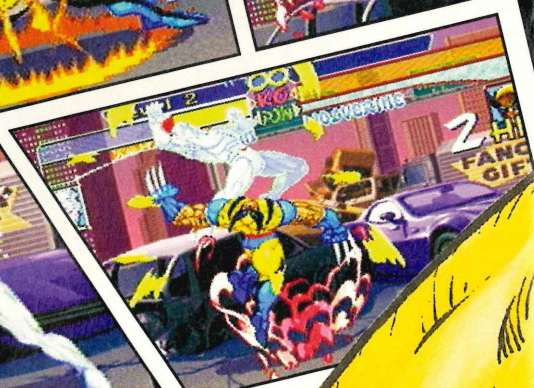
Use Wolverine's mutant healing factor to replenish your energy.



Unleash Wolverine's Hyper X Attack: The Beserker Barrage comin' at yer!



Time to get stuck in!



PSYLOCKE

"WARRIOR TELEPATH"

Real Name: Betsy Braddock

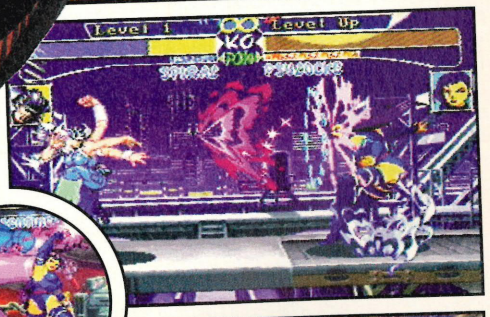
Height & Weight: 5'11", 155lbs

Home Stage: Moon Night

One of the fastest-moving characters in the game, Psylocke has the physical skills of a ninja warrior, coupled with extremely powerful mental abilities. She is able to fire psychic bolts and create a psychic knife, as well as project multiple images.

Special Techniques: Psi Blade Spin, Psi Flash, Ninjitsu.

Some advice: DON'T get in the way of Psylocke's Hyper X Psi Thrust!

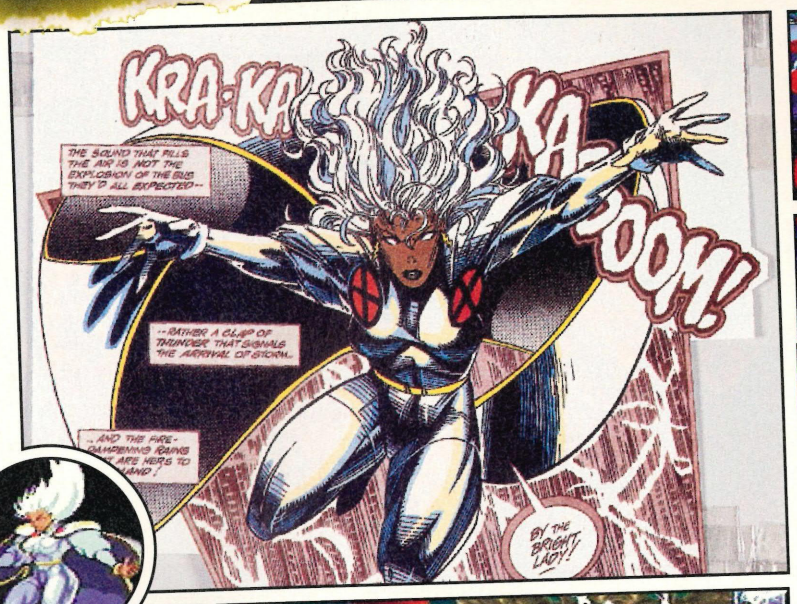


I fink I've 'ad to musch to drinksh today, hic! I got treble vishion!

PREVIEW

STORM

"MUTANT WEATHER ELEMENTAL"
Real Name: Ororo Munroe
Height & Weight: 5'11", 127lbs
Home Stage: On the Blackbird
Being an ex-African Goddess (I kid you not!) Storm has full control over ALL weather. As a result she tends to stay at a distance, making use of mini typhoons and lightening bolts to do her dirty work. She is able to fly for short periods, but isn't afraid to get stuck in when needed.
Special Techniques: Typhoon, Lightening Attack, Flying, Gust of Wind.



AAARRRGGGH!! Stand back, she's gonna' blow!

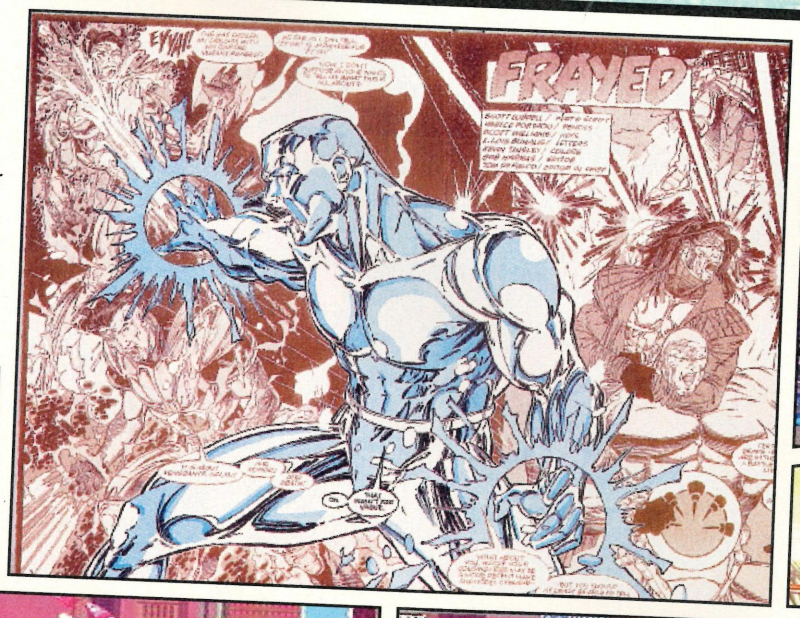
Heads up for a lightning attack! BOK!

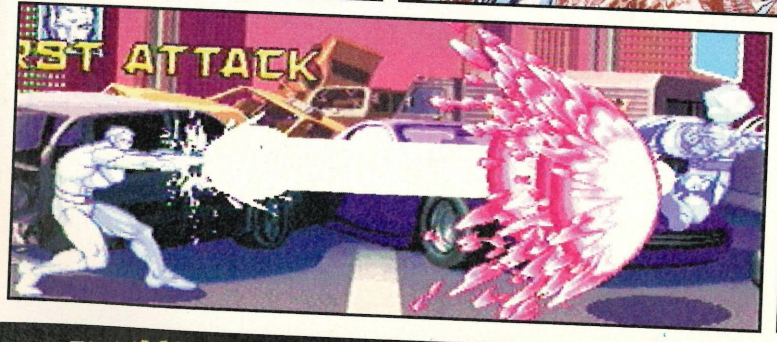
Fat-boy gets well and truly zapped!

ICEMAN

"COOL JUSTICE"
Real Name: Bobby Drake
Height & Weight: 5'8"
Home Stage: Ice on the Beach
Being able to utilise the moisture in the air, Iceman is more a ranged fighter than a close-combatant; using the elements to their fullest. As well as firing freezing energy at opponents, he can also freeze the air around him, creating ice meteors and ice sprays.
Special Techniques: Ice Beam, Ice Avalanche.

Power-up and then unleash your mighty Arctic Attack! Get outta' my way!



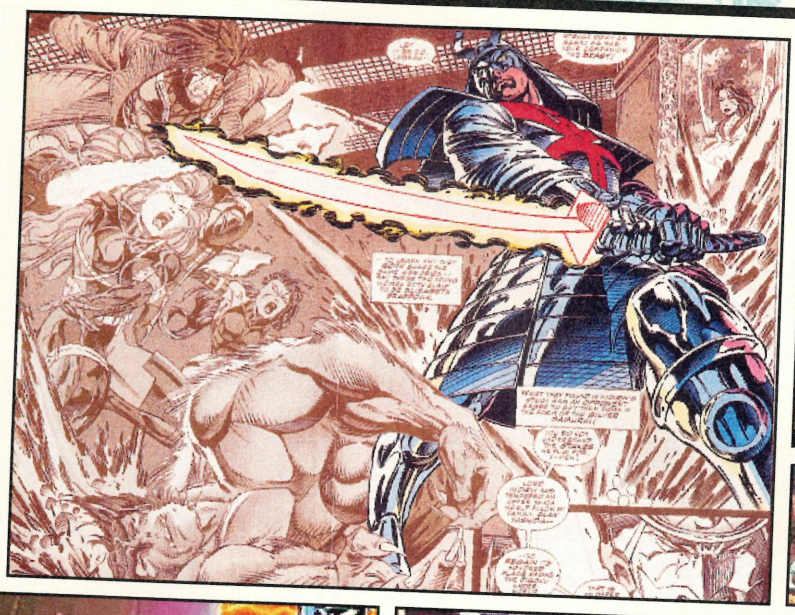


One "Wolverine on the rocks" please. Oh, and with a twist if you don't mind

Protect your fists by encasing them in solid ice!

SILVER SAMURAI

"AWESOME MUTANT ENERGY"
Real Name: Kenuchiro Harada
Height & Weight: Unknown
Home Stage: Samurai Shrine
A formidable opponent, the Silver Samurai can channel his mutant energies into his Samurai blade, inflicting major damage, or overloading to create a lightning storm. As well as being deadly in close-combat, he can also throw shuriken at distanced opponents.
Special Techniques: Shuriken, Hyaku-Retsutoh.



Why not add flame to your sword!

The Rai Mei Ken — the Thunder Shower — is truly awesome to behold!

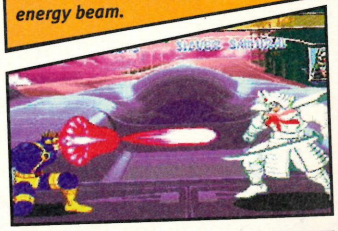
"And don't you dare come back you badly dressed Russian!"

CYCLOPS

"OPTIC BLASTING X-MEN LEADER"
Real Name: Scott Summers
Height & Weight: 6'3", 175lbs
Home Stage: The Danger Room
The first man to ever wear the X-Men uniform, Cyclops combines his mega-powerful Optic Beams with Street Fighter-esque techniques to create a very accessible character. He can direct his blasts; attacking from above, or thwarting aerial attacks.
Special Techniques: Optic Blast, Gene Splice.

It's not all special moves! Take that!

Take control and direct this meaty energy beam.



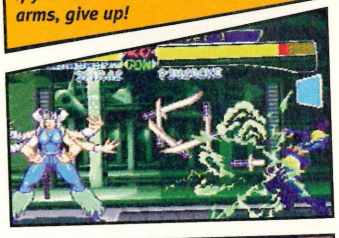
You DO NOT want to be in front of this man when he lets rip!

PREVIEW

SPIRAL

"WARRIOR-SORCERESS"
Real Name: Rita
Height & Weight: Unknown
Home Stage: Mojo World
Spiral is a fast fighter who uses each of her six arms with equally devastating effect. She has the large number of special moves available to her, not least of which involves throwing multiple knives. She can also teleport and instantly swap position with you. Very confusing I'll tell you!
Special Techniques: Dancing Swords, Throw Dancing Swords, Sword Toss, Six-Hand Grapple.

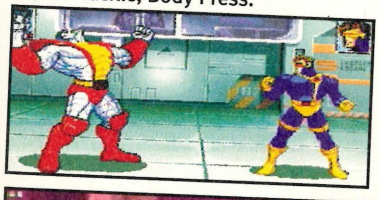
If you can't connect with this many arms, give up!

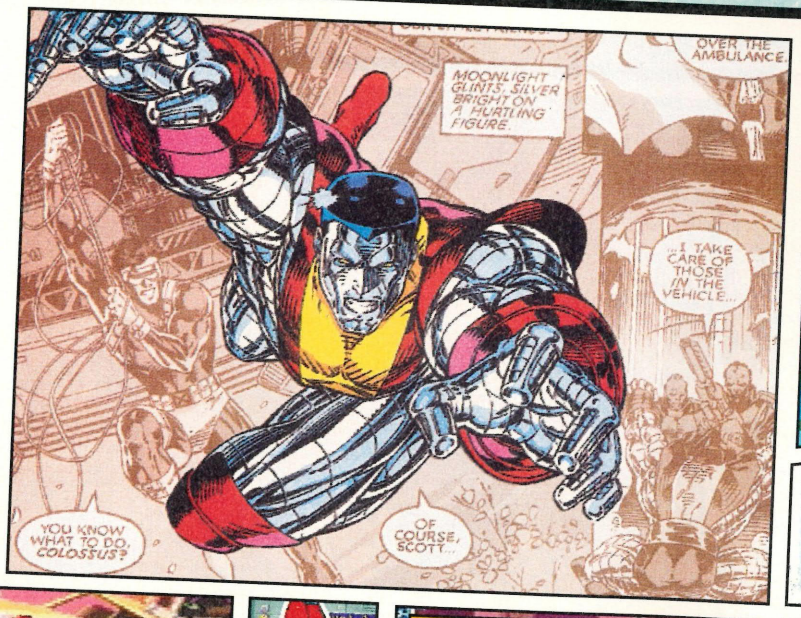


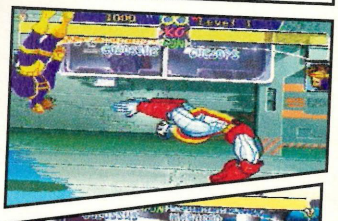
A dramatic attack; Spiral morphs into each character (even the baddies) and gives you a good pasting as each!

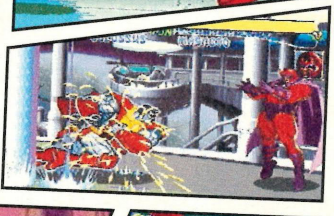
COLOSSUS

"A MUTANT OF STEEL"
Real Name: Peter Rasputin
Height & Weight: 7'5", 500lbs
Home Stage: Mutant Hunting
Probably one of the most powerful of all the fighters in X-Men, Colossus is a pretty straight forward character — with no real 'weird' special moves. He can however power-up his organic steel for temporary invulnerability as well as utilise some devastating throws and holds.
Special Techniques: Giant Swing, Power Tackle, Body Press.

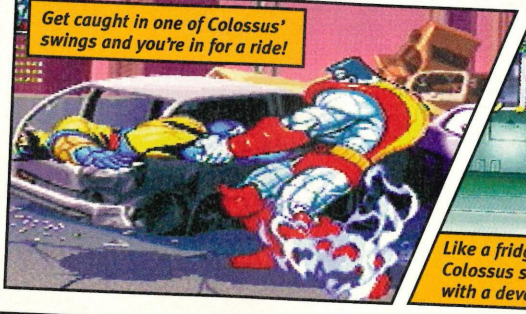








You've no chance of damaging the big Russki while he's charged.

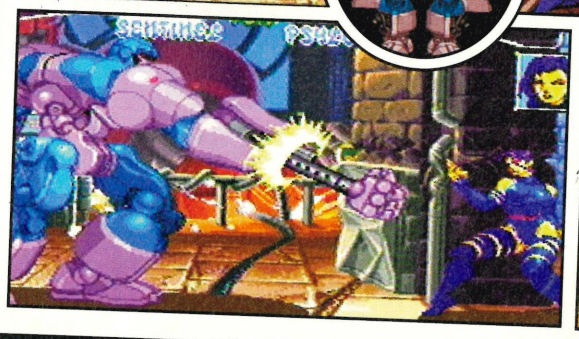


Get caught in one of Colossus' swings and you're in for a ride!

Like a fridge from the heavens, Colossus strikes from above with a devastating Super Dive.

SENTINEL

"MUTANT HUNTING ROBOT"
Real Name: None
Height & Weight: Varies by design
Home Stage: Genosha
Though smaller than the Sentinels seen in the comics, these mutant hunting robots are designed to be able to counter all the X-Men's powers. They can dispatch mini-robots and missiles, as well as fire energy beams and Plasma charges. A big target with a long reach.
Special Techniques: Rocket Punch, Sentinel Force, Flying, Body Press.



Send in mini-Sentinels to do the job!

You DO NOT want to be close when the Plasma Storm goes off!

Another plasma victim cops the lot!

OMEGA RED

"THE SCARLET DEMON"
Real Name: Arkady Russovich
Height & Weight: 6'6", 300lbs
Home Stage: The Deep
An awesome fighter who is able to keep his opponents at bay with massive carbonadium tentacles. Either whipping opponents out of the way or grabbing and throwing them across the screen, he can also deliver his tentacle strikes through the floor. Very tricky.
Special Techniques: Carbonadium Coils, Omega Strike.

Just get down and block! Here comes the Omega Destroyer! D'oh, too late!

It's the Omega Strike. AAHH! Suckered again!

BUGGER! Caught in the constricting carbonadium coils. Alliteration ahoy!

PREVIEW

BOO HISS!

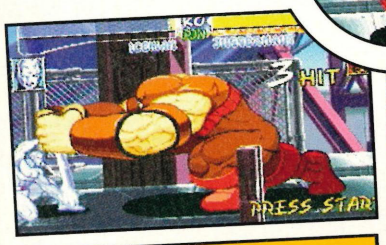
JUGGERNAUT

"I'M UNSTOPPABLE!"

The penultimate challenge in the game comes in the massive form of Juggernaut. He takes up half the screen, laughs off most attacks, and relies on nothing more than sheer size and power for his attacks. His is, however, a massive target and a tad clumsy, so get stuck in and for god's sake...

KEEP HIM AWAY FROM YOU!

He is a very very nasty man!



INCOMING! Why didn't I bring that solid steel umbrella? Headache pills anyone?

With a fist like a parked car... BOCKO! Ouch!

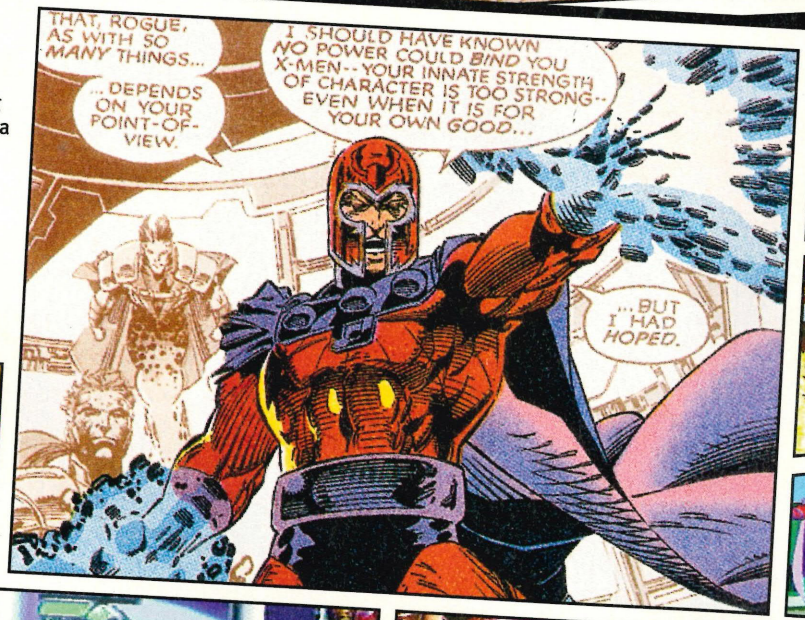
I get the feeling Gouki didn't mean to get completely clobbered there!

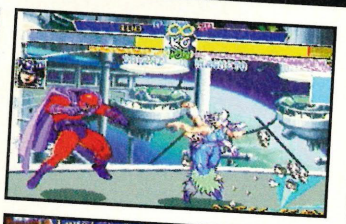
MAGNETO

YOU DARE RISE AGAINST ME?"

Magneto is truly awesome in X-Men: Children of the Atom. As well as being able to fire magnetic bolts and create a magnetic shield around himself, his mastery over magnetism also allows him to not only throw chunks of metal debris at you, but even concentrate iron molecules around your body with but a thought! A deadly opponent and a worthy challenge to even the most competent of combatants.

Once again the mighty master of magnetism strikes down a pitiful foe! Damn.



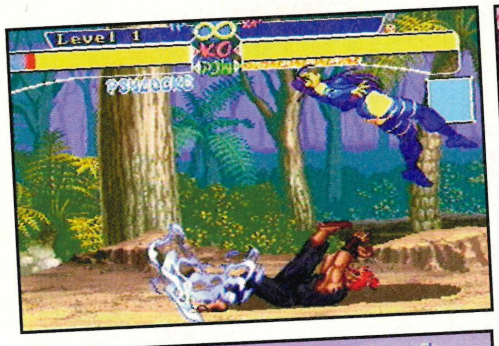


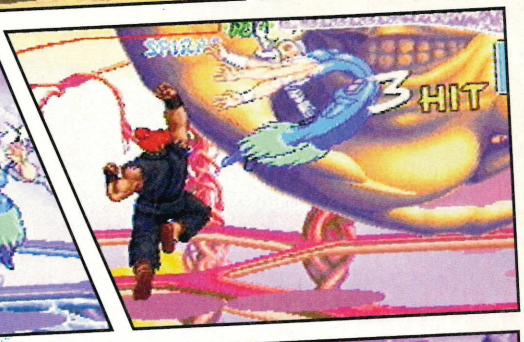
Ah, the old "surround yourself in magnetic particles" trick. Very, very clever. GIT!

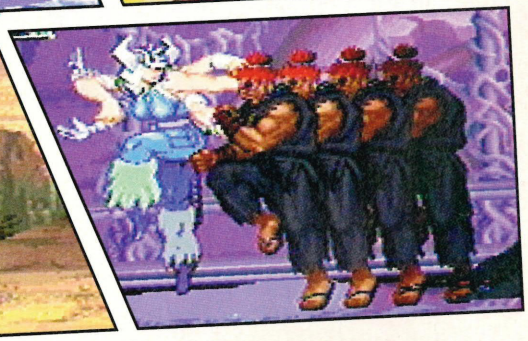
Me mam told me to never talk to strange men who wear tights!

AND WHO'S THIS THEN?

As is traditional with any Capcom beat-'em-up, not only are their hidden X-Men characters, but our old Street Fighting chum, Akuma (or Gouki depending on your love or hate of import games!) is in there too. Learn the secret code when selecting characters, and the fire-balling god is at your command. Rock!

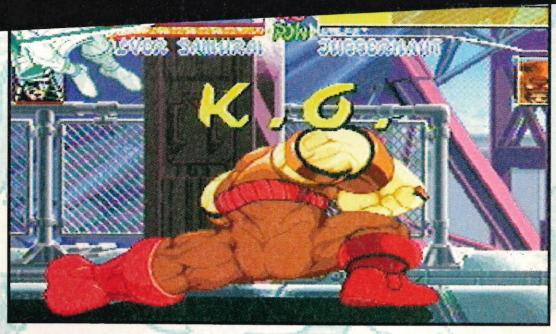






OLDER THAN YOUR DAD!

The X-Men are one of the oldest super-groups to have survived throughout Marvel's history, having first appeared in September of 1963. Released at the same time as the Avengers, it was originally a bimonthly publication that cost twelve cents! The series was originally to be called The Mutants, but was thought to be too confusing for stupid young Americans (fair point) and so the name X-Men was instead used. Apparently, the 'X' in X-Men doesn't refer to Charles Xavier's initial (the X-Men group's creator and teacher) but the 'X-tra' power its members were born with. Hmm, bit dodgy that, eh? So how many of the game characters are 33 year old originals?



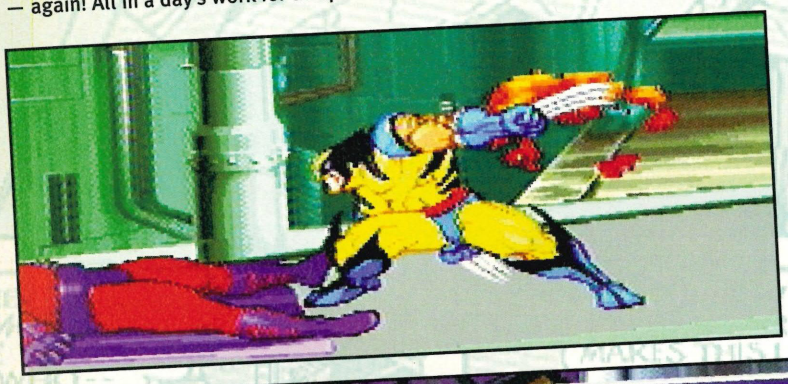
First Time Offenders!

Cyclops — X-Men #1
Iceman — X-Men #1
Colossus — X-Men #1
Magneto — X-Men #1
Storm — Giant X-Men #1
Sentinel — X-Men #14

PREVIEW

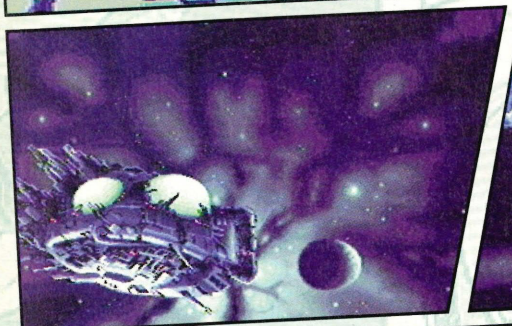
AND SO THE STORY ENDS...

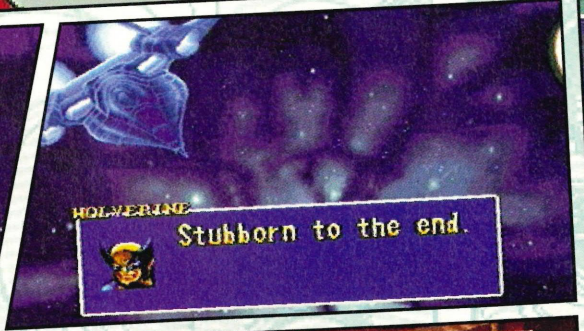
Each character has a different ending to find — and there lies a challenge and a half! This is Wolverine's story where, after defeating Magneto, the great helmeted one offers Wolvy a job on the payroll, which is duly turned down. Our pointy-eared hero then returns to Xavier's school before biking off to beat up the Silver Samurai — again! All in a day's work for a superhero.

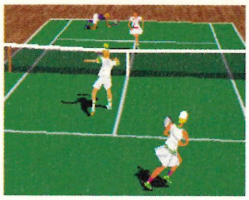


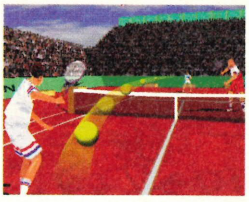
LET BATTLE COMMENCE!

As with Tekken 2 (reported on elsewhere this issue) in addition to the usual one-player and two-player versus modes of play, there's a Team Battle option. Here you can select a team of up to five different X-Men with which to challenge your mates. There's also a Survival Mode where you only get one round and one bar of energy to get as far as you possibly can.









128mph bullet-serves in yer face - that's what it's all about. Get an extreme work out with Sampras Extreme, the all-action tennis arcade game that looks real, sounds real, and feels real because it is real...

8 world stadiums, 22 intelligent motion-captured opponents, mathematically-accurate ball dynamics, fully sampled speech, sound fx and crowd atmospherics, camera action tracking, and optimized viewpoints combine to deliver exhausting games, sets and matches.

SAMPRAS EXTREME TENNIS™

THE VIDEO GAME

Yeah, you can be a spectator, but if you want to experience how Sampras' opponents really feel, there's only one way to find out: Sampras Extreme, smashing into your living room this summer.

"The most realistic tennis game ever, and an absolute joy to play." 93%
GamePro magazine

"State of the art... An innovative and frightenningly realistic game"
TOTAL SPORT ***magazine***

The smash, hit.

PlayStation

PC CD-ROM

Sportsmaster WORLD CLASS PLAYERS

It's real.

Codemasters

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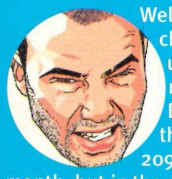
REVIEWS!

SIMON SAYS!



Welcome to Mean Machines PlayStation and cheers for having the good sense to pick us up! It's been a busy month for us with so much cool stuff knocking about like F1 and Die Hard Trilogy and that's before we even think about forthcoming games like WipEout 2097 and Crash Bandicoot! I'll see you next month, but in the meantime enjoy your X-Men comic and our exclusive look at Capcom's superhero beat-'em-up of the same name. Oh yeah, remember to fill in your questionnaire – you could win a telly! And don't forget to write into U-Review.

REVIEWS

F1	28
TEKKEN 2	34
ACTUA GOLF	40
DIE-HARD TRILOGY	46
SAMPRAS EXTREME TENNIS	50
TIME COMMANDO	54
BUST-A-MOVE 2	56

PREVIEWS

X-MEN CHILDREN OF THE ATOM	16
WIPEOUT 2097	62
MICRO MACHINES V3	66
PANDEMONIUM	70
CRASH BANDICOOT	74
DESTRUCTION DERBY 2	78
SUPERSONIC RACERS	80

GET THE PICTURE?

They say a picture says more than a thousand words, but to rid the slightest chance of any confusion, here's what our icons — those things decorating our Reviews and Previews — are all about...

- MEMORY CARD
- LINK-UP
- STEERING-WHEEL
- NEGCON
- MULTI-TAP
- PLAYERS (1 UP)
- PLAYERS
- MOUSE

WHAT'S THE BOBBY MOORE?

You've scratched you head, paced your room, sweated buckets and you STILL can't decide which game to buy. Our ratings guide will give you the confidence to spend your cash on exactly the game you want!

90-100%	Absolutely Red Hot! You MUST buy this game NOW!
80-89%	Damn good stuff. Really quite remarkable and close to a classic.
70-79%	Pretty smart and well worth a little looky and some of your time.
60-69%	Interesting but still not quite the full ticket really.
50-59%	As much as we hate to use a cliche, this is 'average'.
31-49%	Really not acceptable in this day and age on a PlayStation!
11-30%	Oh dear. Put the rubbish out — I hear the bin men a comin'!
0-10%	Lordy! What a complete Stinker! Run away, run away!

90-100% 11-30% 0-10%

MEET THE GANG...

It being our first issue, we thought we'd better let you know who we are and what the devil we do aside from clutter up the place and dribble a lot. Don't be frightened!

ROGUES' GALLERY!

It's amazing what producing these mags does to you. Just checkout how we started and how we were by the end of the issue! Trouble is we're not too sure which is best – answers on a badly-rendered polygon postcard!

SIMON "WATER ON THE BRAIN" CLAYS

Simon's in charge of this motley crew, unfortunately the sheer strain of commanding a bunch of mutated half-breeds seems to have swollen the top of his cranium beyond comprehension! Unfortunately his brain remained the same size – tiny – and now everytime he moves his bonce you can hear it rattle!

Si's games to swell for:
F1, Die Hard Trilogy and Time Commando

MATT "POLYGON MISFIT?" BROUGHTON

Since Matt fell into the PlayStation during a Tekken 2 bout and emerged all er... polygon-ey, he hasn't been right. His wrists have all shrivelled and he looks like he couldn't fight his way out of a wet paper bag. But what the hell, who needs mags when you can become the new member of Right Said Fred and wear that tight, cuboid outfit!

Matt's mis-fit favourites:
Tekken 2, Street Fighter Alpha, and Time Commando.

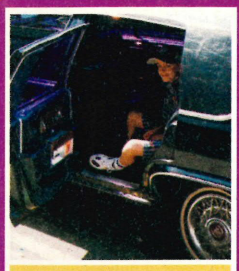
STEVE "PLAYDOUGH" KEY

Our tips guru and writer underwent a total transformation when he stumbled across the PlayDough factory. Unfortunately, his brain has gone like gooey plastercine and every time he visits the loo he leaves long purple deposits behind. On the plus side, he can do amazing stretchy things with his worm – pity it's bright yellow though.

Steve's squishy selection:
Resident Evil, F1, and Bust-A-Move 2. Extreme Tennis.

U-REVIEW

Fancy being limo-ed around London's West End? Fancy visiting Sony's and-spanking-all-singing-all-dancing-all-gaming offices? Better still, would you like to play and review top PlayStation games that are still yet to see the light of day? Oh, and I don't suppose you'd mind winning loads of PlayStation goodies and then getting chauffeur driven for a top nosh-up? Well, read on and then find out how you can get a piece of the action, courtesy of Mean Machines PlayStation and our chums Sony...



10:15 AM: *The Limo pulls-up outside lucky Nicky Tucker's house. What's it gonna be, a chilled drink? A video? Spot of TV or maybe we pump up the sounds?*

11:00 AM: *We arrive at Sony HQ and while Simon meets Sony's top games fella, Guy Pearce. Nicky takes time out for another "check-out my limo type shot!"*

OZBERT "MR LA FORGE" BROWNE

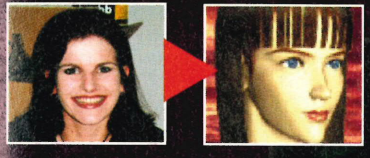
Aged Art Ed, Oz, has managed to avoid any severe changes — apart from in the dreams of Editor Si that is! He spent the entire night on board the Starship Enterprise with Oz playing the part of Geordie, and as a result spent the following day forcing him to design the mag with tin foil over his glasses, talking Klingon, and 'beaming' in and out of the loos!

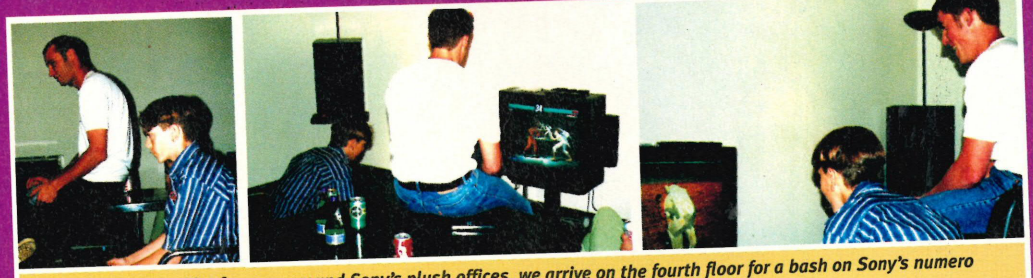
Ozbert's enterprising games:
Tekken 2, Doom, and Die Hard Trilogy.

LUCY "ANNA WILLIAMS" HILL

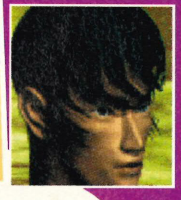
It was quite a shock when we discovered that our very own Loose-e was none other than Tekken 2 battle-babe, Anna Williams. When Power-Matt had the audacity to inform her that she was crap at fighting, she dispatched a salvo of pain-inflicting blows to his below-par, polygon alter-ego and flattened him! Moral – don't fool with our Anna!

Lucy's luscious list:
Tekken 2, Resident Evil, and Sampras





11:20 AM *After a bit of a romp around Sony's plush offices, we arrive on the fourth floor for a bash on Sony's numero uno October release, Tekken 2!*
1:00 PM *Two hours of pad-bashing, combo-blasting Tekken 2 punch-ups with Guy and Simon, 13 year old Nicky gives us a few thoughts and the full lowdown on Namco's beat-'em-up!*



MY REVIEW!

FAVE CHARACTER "MY FAVOURITE CHARACTER'S LAW, BUT PAUL CAME A VERY CLOSE SECOND!"

FAVE MOVE "IT'S GOT TO BE LAW'S DRAGON DIVE AND HIS THREE-KICK COMBO. OH, AND HIS SPINNING-KICK'S UNSTOPPABLE!"

GRAPHICS "ABSOLUTELY BRILLIANT! ME AND MY MATES THOUGHT THIS WAS GONNA BE A COOL GAME, BUT I NEVER THOUGHT IT COULD BE THIS GOOD!

OVERALL "DEAD EASY TO PICK UP, BUT REALLY HARD TO PUT DOWN. THE MOVES ARE BRILLIANT AND THERE'S LOADS OF HIDDEN CHARACTERS!"

1:50 PM *All that Tekken 2 fighting stuff gives a guy hunger. Next stop Planet Hollywood for some pucker grub and an opportunity to mingle with the stars!*

3:45 PM *Now you see it now you don't. Nicky demolishes his grub and crowns off a top day with a limo ride home! Bye!*

1:20 PM *Two hours of fierce battling later and Nicky receives tons of PlayStation goodies, including a trendy record-bag, an extra pad, stickers, a cool Ridge Racer Revolution t-shirt and a copy of Toshinden 2. Wa-hey!*

IT COULD BE YOU-HOO!

Right! Are you suitably green with envy and just dying to become the next Mean Machines PlayStation reader to take the trip of a gaming lifetime? Well, all you have to do is answer the tie-breaker (in no more words than 15 words), fill in the coupon below and post it to the address:

I'VE DIED AND GONE TO GAMING HEAVEN! U-Review, Mean Machines PlayStation, Emap Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

• Now all you have to do is wait by the phone because our Simon will be calling ONE lucky reader very, very shortly!

NAME: .....
ADDRESS: .....
CONTACT TEL NO: .....
TIE-BREAKER: The power of the PlayStation is awesome because:
.....
.....
.....

REVIEW

FORMULA 1

EVER WATCHED THE MOTOR RACING AND WANTED TO KICK MICHAEL SHUMACHER'S ASS FOR BEING TOO GOOD? ADMIT IT, YOU HAVE! WELL, NOW YOUR DREAMS CAN COME TRUE COURTESY OF PSYGNOSIS AND THEIR STORMIN' NEW F1 SIM. "GO! GO! GO!" AS OLD MURRAY WALKER MIGHT BE HEARD TO SCREECH!

What must it be like watching a Formula 1 race? You stand, or sit there, for nigh on two hours and all you'll get to see, if you're lucky, is a flash of blue – "O-oh, was that Alesi?" – and a few blokes waving flags when someone crashes. Then, for the lucky few, a glimpse of Damon Hill as he shuffles past, head down, following a 26th lap spin-out . After two hours of neck-craning, eye-straining 'entertainment' you have to watch three blokes chuck champers at each other, spraying you in the process. Although I suppose if you were to open your gullet wide enough you might catch enough of the pricey, bubbly stuff to make your head spin! Well, now there's even less point in trotting down to Silverstone 'cos your PlayStation can deliver you all the thrills of motor racing, courtesy of Pysgnosis, without you having to miss any of the action. Enough chat let's race!

"Wait for the green light... Go! Go! Go!" Yeah, thanks for that, Muzza.

CLIMBING THE LADDER OF SUCCESS!

The vast majority of other Formula 1 racing simulations are exactly that, simulations. This game, which caters fully for the 'I-want-to-race-73-laps-with-pits-and-bits-falling-off-crowd', also boasts a no-holds barred, Arcade Mode for all of you maniac driver types. Basically, this mode means that you can burn around the track and not have to worry (too much) about skidding all over the shop. The third style included is Ladder Mode. In a nutshell, this involves you having a partner allocated to race against, with the aim being to ensure that you finish the race ahead of him. Simple!

FRONT ROW SEATS!

Yeah, so Schumacher's unbeatable when he gets himself into a car that doesn't conk out after one lap, so rather than this year's Ferrarri he's in his trusty Benetton where he feels much more at home. That said, all of the drivers are back in their 1995 teams – Coulthard being at Williams instead of McLaren for example. So let's have a sly little shufty at the six very best teams that have to do battle in the Constructors Championships.

FERRARI
Constructors Championships Position '94: 3rd
Driver: Gerhard Berger
Driver: Jean Alesi

WILLIAMS RENAULT
Constructors Championships Position '94: 1st
Driver: Damon Hill
Driver: David Coulthard

BENETTON RENAULT
Constructors Championships Position '94: 2nd
Driver: Michael Schumacher
Driver: Johnny Herbert

WALKER'S WAFFLE

"AN ACHILLES HEEL FOR MCLAREN THIS YEAR, AND IT'S LITERALLY THE HEEL BECAUSE IT'S THE GEARBOX."

MEAN MACHINES PLAYSTATION RED HOT! BUY IT! BUY IT! BUY IT!

In Arcade mode, you can 'cut corners' and drive across the grass and you won't skid out

Nigel 'eyebrows' Mansell is cut up by some ugly German bloke. Real life or what?

McLAREN MERCEDES

Constructors Championships Position '94: 4th

Driver	Driver
Mark Blundell	Nigel Mansell

JORDAN PEUGOT

Constructors Championships Position '94: 5th

Driver	Driver
Eddie Irvine	Rubens Barrichello

TYRELL YAMAHA

Constructors Championships Position '94: 6th

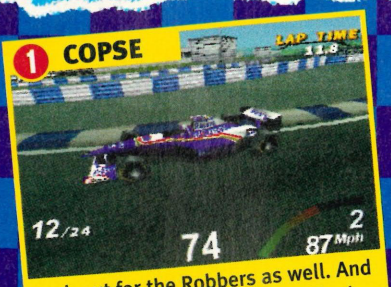
Driver	Driver
Ukyo Katayama	Mika Salo

A BOLT FROM THE BLUE!

Unlike, say Cricket, where at the slightest whiff of rain they leg it into the pavilion – bar more like – until it's safe to come out and start again, F1 struggles through, rain or shine. In fact the rain only serves as an enhancement to the game, as you're required to change from slick to wet tyres for more grip. Of course you still have to come off the gas a little to get around corners or you'll ending up mowing the track's grass verges. You can also set the weather to Variable so the computer picks the elements more randomly than a TV AM weather girl.

REVIEW

1 COPSE



Look out for the Robbers as well. And mind you don't crash into any Meat Wagons either. Oink!

2 MAGGOTS

Spin on this one and you'll be spending time with the maggots. Unfortunately, they could be spending a bit of munchin' time on you too.

3 CHAPEL

Dearly beloved, we are gathered here today to wed you and a whackin' great barrier. Especially if you get this tricky corner wrong.

4 HANGER STRAIGHT

We don't get this one, 'cos normally you'd say 'hang-a-right', but you never say hang-a-straight. Odd?

THE SILVER SURFER!

All of the 17 courses from the championship have been carefully cut-out from the back of old Cornflake packets, stuck together using that magic sticky-back plastic and finished off with a lovely bit of tinsel and hey presto, you've all of the courses that you see before you in the game. Ahem, here's Silverstone for your amusement.

5 STOWE

Named after the actress Madeline, as she crashed her VW Beetle here last year filming Herbie Goes to Williams!

6 THE VALE

Stands for Very Awkward Left 'Ere, as this is the corner where you're most likely to scrape your nice motor.

7 CLUB

If you like a lot of concrete on your dashboard, join this Club! A total pig of a right-hander!

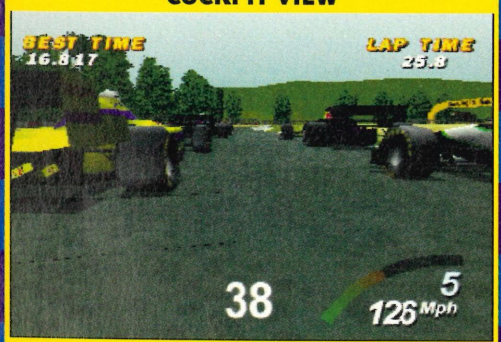
8 ABBEY CURVE

We've driven around this one slower than a kerb-crawler and we still can't find this curvy Abbey chic. Ah well.

SO REAL, IT'S... IT'S... REAL!

F1 boasts a multitude of views – six of them in total – giving you a really genuine feeling of realism. And it's er, "Un-bee-lieve-able!" As Murray might say.

COCKPIT VIEW

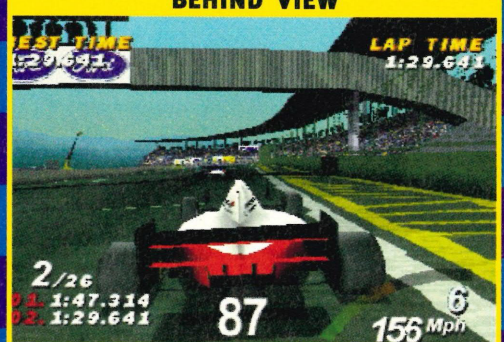


You couldn't get closer if you were a hedgehog that'd been run over and sqaushed onto one of the car's front wheels.

NOSE-CONE VIEW

Same the cockpit view, but you can see the front your motor. Using this view when your nose-cone falls off is pretty funny!

BEHIND VIEW



You'll get a good view of your rear spoiler falling off when you get hit up the rear if you select this view. Flippin' hard to drive forward though!

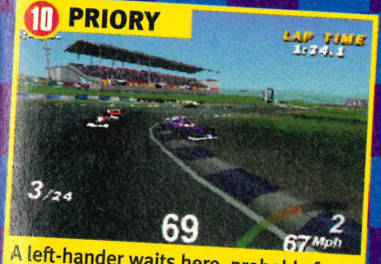
12 WOODCOTE

The final bend is in sight, so put the pedal to the metal and head for the finish-line. Hurrah!

11 LUFFIELD

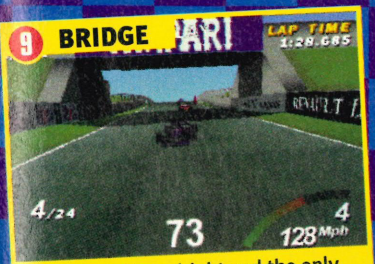
The lesser known younger brothers of Leftfield who once sang on this corner causing the biggest pile-up ever!

10 PRIORY

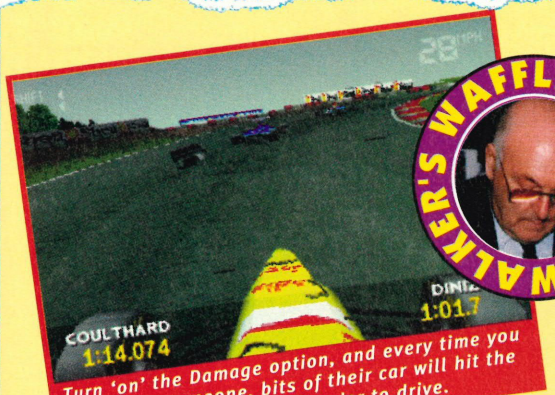


A left-hander waits here, probably from your old girl for neglecting your homework in favour of a game of F1.

9 BRIDGE

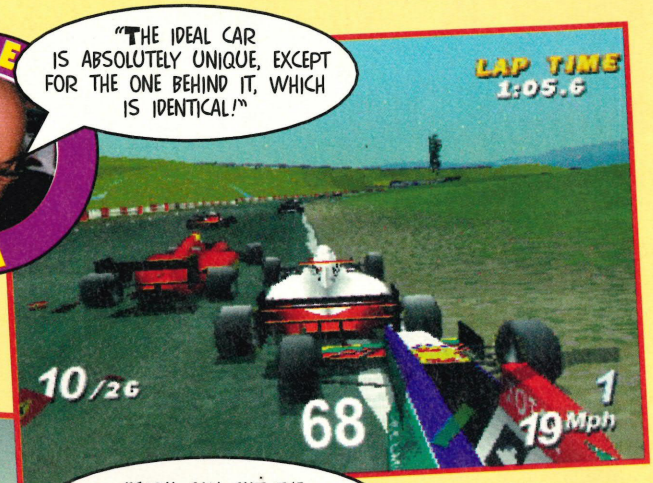


Yep, it's a bridge alright and the only discreet place on the course where you can park up and have a wee.



Turn 'on' the Damage option, and every time you bump into someone, bits of their car will hit the tarmac, making their car harder to drive.

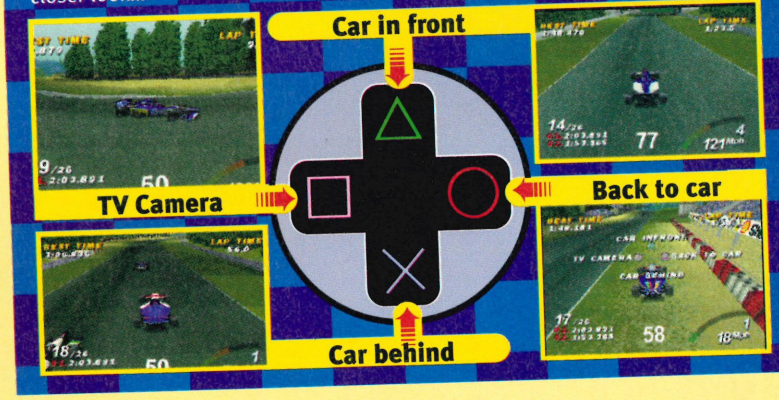
Touch the other car and you'll instantly lose speed. Get locked up in the wheels and you'll stop dead!



One little bump is all it takes to send you off the track. Check out the cool tyre marks that appear as you traverse the sand and gravel. Awesome!

IT'S JUST LIKE THE TELLY!

Holding Select during the race, brings up a set of camera options that let you switch to a number of views and look at other cars around the track. Take a closer look...



RAISED BEHIND CAR VIEW

This view's about a car's length away from your vehicle, so you won't get much warning if someone decides to plough into you.

45° VIEW

Perhaps the best view to use once you've fully mastered the controls and can play without the brake and steering assistance.

HELICOPTER VIEW

The best angle to use when you first start playing F1, as you can see a fair way in front of you and gives you time plenty of time to to react.

REVIEW

PICK 'N' MIX SELECTION!

When you start, you'll inevitably play on Arcade mode using the easiest settings you can. Once you've got to grips with the controls and the racing line, this gets a lot easier, so changing a few of the game's finer points is the way forward. The first things you should change when the game gets a little easy is the brake and steering assistance. These are the options that slow you down and guide you towards the corner automatically when you're racing. Once mastered without them, try switching to manual gears, reducing the amount of fuel or lowering your car's downforce. Honestly, there's so many things to prat around with in F1 it'll take you a life-time to master them all!

This is the bit where Murray gets all excited, sweaty and gets started on his repertoire of crap sayings. And we're only at the start! Calm down!

STEVE COMMENT

WARNING! THIS GAME MAY RUIN YOUR SOCIAL LIFE. GRAPHICALLY, IT'S SIMPLY STUNNING AND THE PSYGNOSIS PROGRAMMERS TRULY DESERVE TO BE ON THE WINNERS' PODIUM FOR THIS TERRIFIC TITLE. MURRAY WALKER'S COMMENTARY IS ALSO NEAT AND GIVES THE GAME THAT EXTRA WHEEL SPIN OF REALISM. BUT IT'S THE SHEER PLAYABILITY THAT MAKES F1 SO HOT. IT'S A BRILLIANT BALANCE OF SIMULATION AND FUN THAT SUCKS YOU IN FASTER THAN A FUEL INJECTOR AND LEAVES YOU CRAVING ANOTHER LAP.

The Ferrari two-some attempt to create a McLaren stuffed sandwich! Salt anyone?

"And Hill finishes... 24th, AGAIN!" Somehow, it just doesn't work the same as the advert does it?

FROM THE PITS OF HELL!

Crank up your Damage mode, attempt a full-on Grand Prix and you'll be pulling into the pits more times than you'll ever hear Murray screech "I think there was contact there," like some demented parrot. Anyway, when you arrive in the pits minus a nose-cone or some other million pound bit, a pit stop menu appears which shows you exactly what needs fixing. Obviously, the more parts you try to mend, the longer the pit stop takes, so it's advised to only fix one badly damaged part at a time if you're in trouble. Otherwise you'll be in the pits long enough for tea and biscuits with dodgy Phil Mitchell your chief mechanic – gulp!

SIMON COMMENT

YOU'RE LUCKY TO BE READING THIS 'COS IF I'D HAD MY WAY WE'D HAVE ABANDONED THE MAG AND PLAYED LINK-UP F1 FOREVER. IT REALLY IS BRILLIANT AND SHOULD BE ON EVERYONE'S SHOPPING LIST. IT'S AN EXCELLENT BLEND OF BEAUTIFUL VISUALS AND FULL-ON PLAYABILITY. I CAN HARDLY FAULT IT AND IT'S A DEAD CERT TO MAKE NUMBER ONE!

IT'S A PIZZA MURRAY!

Here's Muzza! Yes the follically challenged one is back with his own special brand of waffle to delight or irritate you motor racing fans. He is legendary for his commentary cock ups, many of which you'll see scattered about these pages, but his real gems are saved for the game itself. Witness his shock as cars spanner off the track and hear him explode with emotion when cars spin all over the place. The poor bloke must need respiration after every race as he gets so worked up. Poor Murray!

OVERALL

IT'S A PRETTY BORING SPORT TO WATCH ON THE OL' GOGGLE BOX, BUT TURN INTO A PLAYSTATION TITLE AND IT QUICKLY BECOMES ONE OF THE BEST GAMES EVER! UNLESS THEY MAKE A SEQUEL, NOTHING COMES CLOSE. AMAZING!

ALTERNATIVES
DESTRUCTION DERBY, RIDGE RACER REVOLUTION, NEED FOR SPEED.

90 SOUNDS	91 ANIMATION
93 GRAPHICS	94 PLAYABILITY

94

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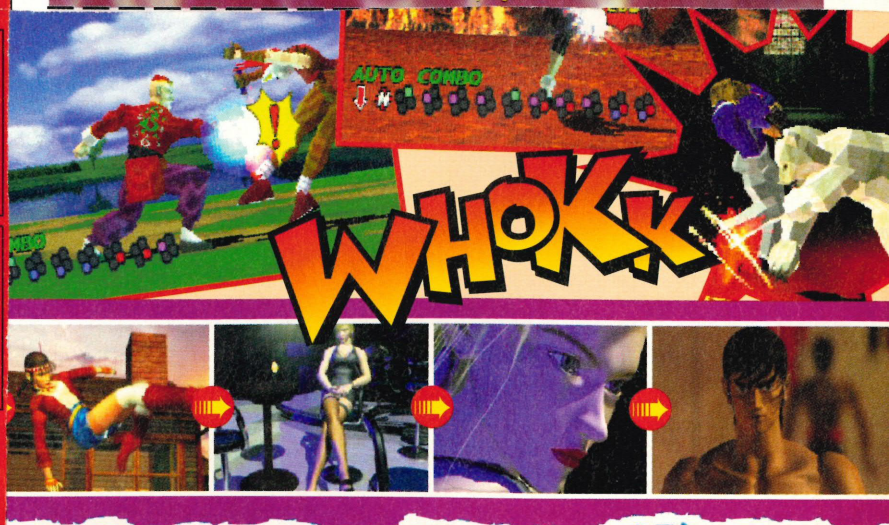
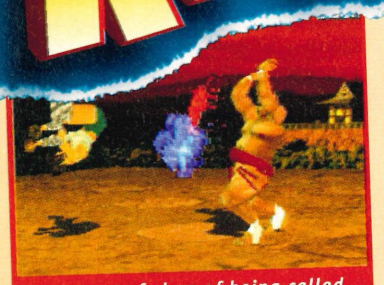
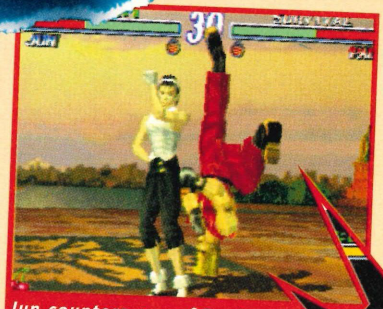


REVIEW

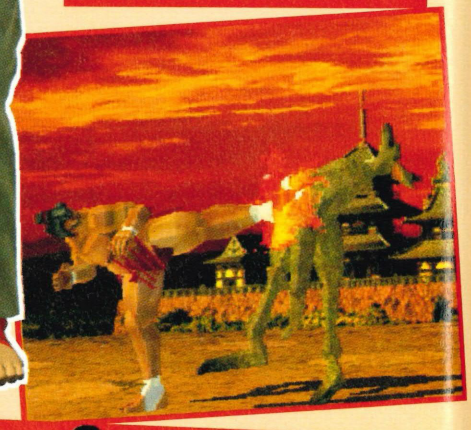


Ganryu gets fed up of being called 'fatty' and sends Michelle for a flip!



Jun counters one of Paul's attacks with a gorgeous throw.

One of the nastiest moves in Tekken 2 is Devil Kazuya's laser beam!!



THE GREATEST BATTLES OF OUR TIME!

With so many characters and so many different fighting styles, the variety of battles at your fingertips is incredible. It was impossible to pick out our very favourite match-ups, so here are a selection of choice moments from the general proceedings. Enjoy...

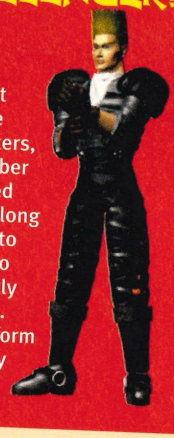
HERE COMES A NEW CHALLENGER!

HEIHACHI MISHIMA

The original 'Big Boss' from Tekken returns as a standard character for the sequel. His fighting technique is a fairly straight forward karate style, coupled with those familiar neck-breaking throws and holds. Ke-rrrrrrack!

PAUL PHOENIX

One of the most improved of the original characters, Paul has a number of easily-chained power-moves, along with the ability to tackle fighters to the floor instantly (with no run up). He can also perform some pretty nifty counter attacks.



JUN KAZAMA

A new character with an extremely gymnastic fighting style, Jun cartwheels and spins around her opponents, confusing them with speed and sharp attacks. Jun can also counter and has some extremely effective throws.

LEI WULONG

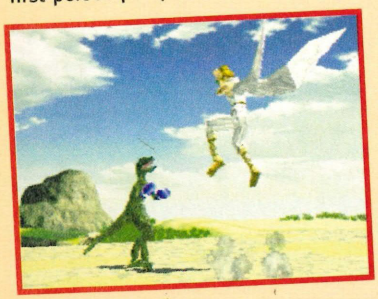
A Chinese cop, Lei has a completely unique fighting technique that involves a lot of lying on the ground or standing with his back to his opponent. Though not able to counter, Lei has some awesome throws and flips.

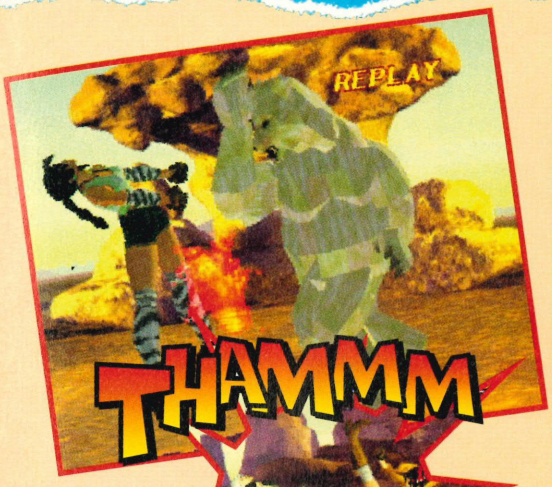
YOSHIMITSU

Always a bit of a novelty in Tekken 1, Yoshimitsu is now a power to be reckoned with! He's the only character to meditate and recharge his energy, as well as teleport around the arena. Worst of all — that bloody sword!!

CWOR! SECRET THINGS!

Tekken 2 is brimming with hidden things to be found. Extra characters are probably the most important, but there are also big-head modes and a special first-person perspective view to play with. Cool.





Lee delivers a perfect back kick into the waiting face of Power Jack. Time for a lie down, methinks!

SUB-BOSSES!

ARMOUR KING
King's sub-boss. Armour King has much the same fighting style as King, only with some more beefy charges and the ability to inflict more damage with a single strike. Bad breath mind!

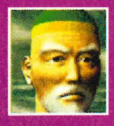
ANNA WILLIAMS
Nina's sub-boss. Anna doesn't really vary that much from Nina as far as her style of attack goes, and she also carries the same various trade mark throws and painful-looking locks.

BRUCE IRVIN
Lei's sub-boss. Bruce is a very difficult character to fight against simply because he is so damn fast and tends to whittle away at you with tons of little jabs and kicks. Beware!

KUMA
Paul's sub-boss. Kuma is the largest fighter in Tekken, being a sort of hybrid of Jack and Ganryu. Though he offers himself as a massive target, his enormous reach and power swipes hurt!

KUNIMITSU
Yoshimitsu's sub-boss. Oh dear. About the worst fighter in the game, Kunimitsu is a lesser version of Yoshimitsu. However, as Oz quite correctly points out, she does have a jolly nice knife. And, er... that's about all!

GANRYU
Michelle's sub-boss. Though limited in moves, Ganryu has some very powerful slaps and stamps that can cut through any defence. He also inherits Jack's killer moves. Ouch!



WANG JINREY
Jun's sub-boss. An excellent fighter with some superb counters and a fair old mix of Michelle's moves to boot. He's incredibly fast and has some of the best-looking throws and locks in the game.

LEE CHAO LAN
Haihachi's sub-boss. Lee remains much as he was in the original Tekken game, being a scaled down version of Law. He does, however, still stand above the rest with nasty kick combos!

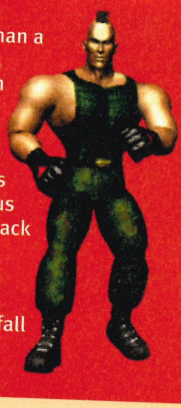
PROTOTYPE JACK
Jack's sub-boss. Power Jack has a few less moves than Jack-2, but is otherwise much the same. Powerjack's speciality is that he can take-off, hover and then drop to earth to crush his foe!

BAEK DOO SAN
Law's sub-boss. Beak is potentially the most cheesy character to be found in the game. He hardly ever uses his fists, relying on major kick combos. Close your eyes, tap the kick buttons randomly, and still win!

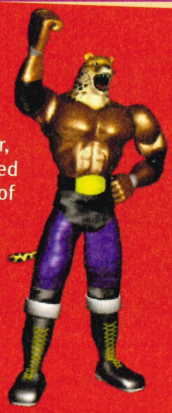
NINA WILLIAMS
As well as being a fast and effective fighter, Nina has easily-accessed power-moves and tremendously fast chained attacks. Nina also has some of the hardest to perform, but most worthwhile throws in the game. Plus she wears those sexy stockings!

MARSHALL LAW
Law remains pretty true to his original character, only with his trade mark somersault kicks now being even easier to execute and chain into other attacks. He also retains his famous run-up-your-face move. Flippin' hurrah!

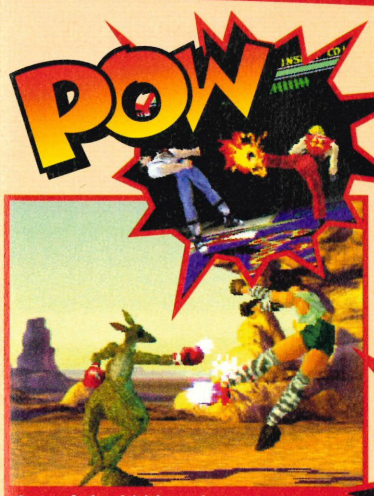
JACK-2
Nothing less than a walking fridge, Jack-2 relies on sheer power for most of his fighting repertoire. As well as all the enormous Megaton Hits, Jack can now throw opponents high into the air, watching them fall to their death!



KING
King still remains a versatile and very effective fighter, but is now armed with a number of multi-staged throws that roll his opponent around on the floor helplessly, ending in a huge swinging throw. Top!

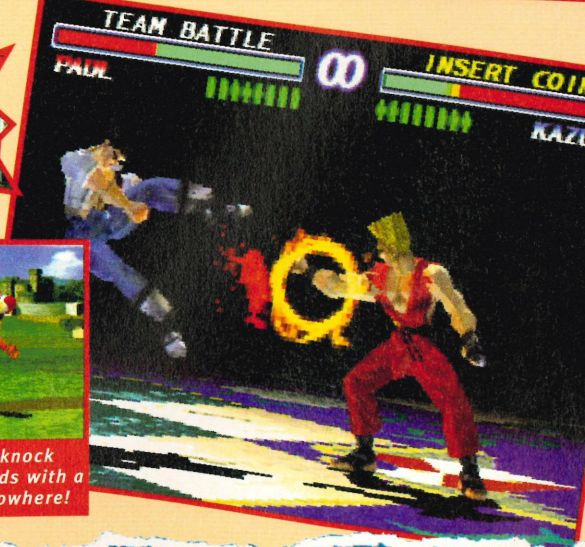


MICHELLE CHANG
A familiar Tekken player, Michelle fights in much the same as she did in her original outing, but with much improved throws and easily chained attacks. She also boasts more combos and locks than before. What a top girly!



One of the hidden characters — Roger — lays into michelle's soft and inviting belly. Oughya!

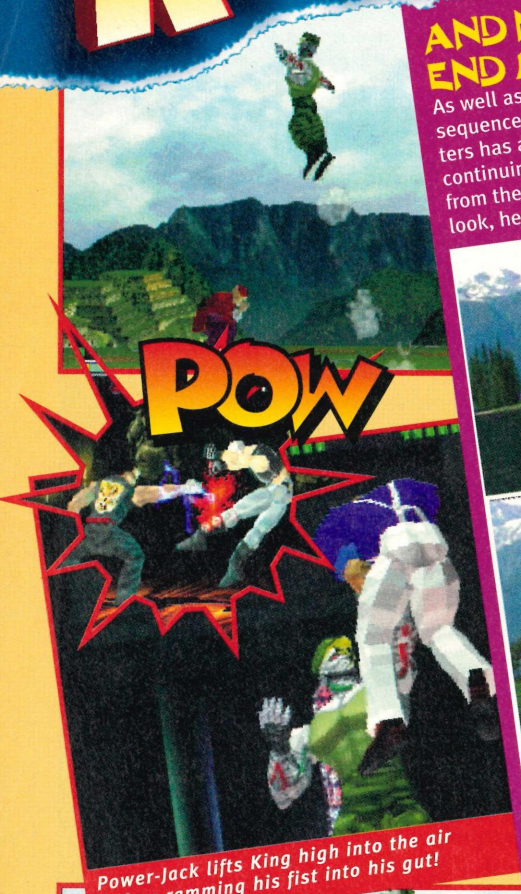
Kunimitsu attempts to knock Jun's head off backwards with a snap kick from outta nowhere!



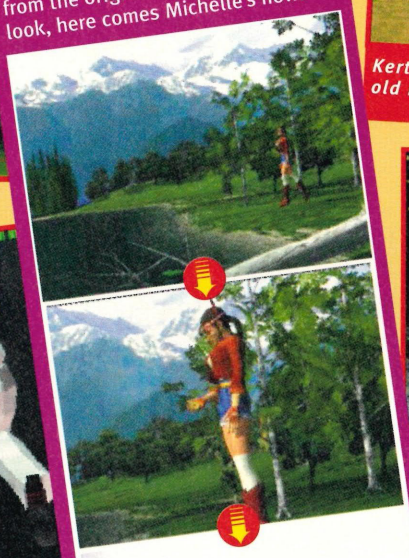
REVIEW

AND NOW THE END IS NEAR!

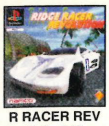
As well as the stunning intro sequence, each of the main characters has a game end sequence, continuing or concluding their story from the original Tekken game. Oh look, here comes Michelle's now!



Power-Jack lifts King high into the air before ramming his fist into his gut!



Just when you think you know how to deal with all the moves, someone learns to fly!



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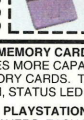

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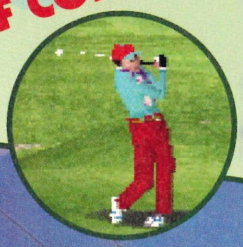
REVIEW

actua GOLF

IT'S SUNNY, YOU'RE WEARING AN INCREDIBLY DREADFUL PAIR OF TROUSERS AND A VERY NASTY PRINGLE JUMPER. IT CAN MEAN ONLY ONE THING: IT'S TIME TO GET A FIRM GRIP OF YOUR CLUB AND SWING IT AT A LUMP OF CORK!



As you can see, there are a number of views on offer from this menu, including split-screens and speciality cameras.

For excitement's sake, why not have the ball fly into the camera and then either track out or pan off to the side.

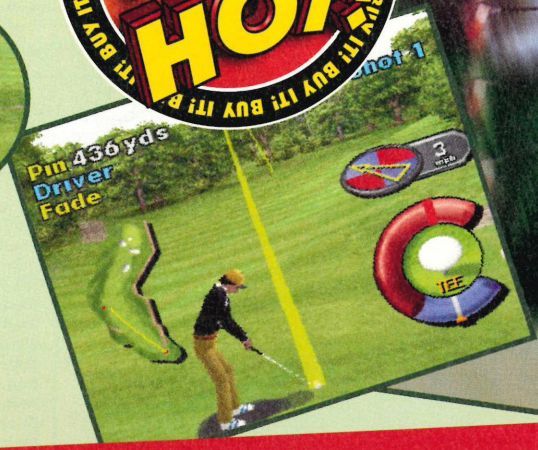
Why not view the action from both sides of the hole? Enjoy the take-off and then watch the other window for touchdown.

Flipping 'eck! The various multi-view cameras not only show the take-off and landing, but there's also a window to track the ball in flight. Wow punters!

It has been said – and yes m'lud, I'm guilty too – that computer golf games are nothing more than just reaction tests with pretty pictures. You know the score: the little power-bar thingy goes round and you just press the button when it gets to where you want. Ah, but that's only if you have no interest in the real game itself... If you do happen to enjoy watching unfashionable men hitting small balls with a selection of sticks then you want more for your money, don't you? You'll be looking for a selection of courses, a number of dramatic camera viewpoints and sexy graphics to die for. Ah, Mr Actua Golf, I've been expecting you...

MEAN MACHINES PLAYSTATION BUY IT! BUY IT! BUY IT!

RED HOT!



BUT OF COURSE...

Though Actua Golf will eventually be able to load in new courses from additional disks, it initially comes with two complete locations of its own; River Valley Country Club and Royal Glen Golf Club. You can choose to play all 18 holes, or attack just the first or last nine. Needless to say, each individual hole has its own set of unique features, characteristics and traps.

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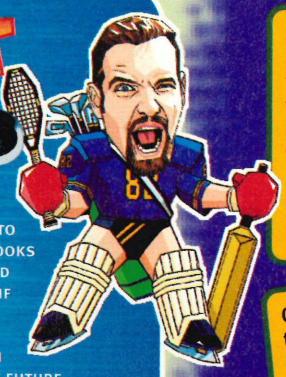
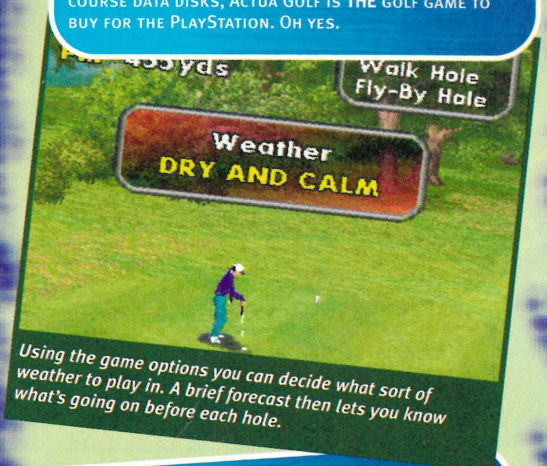
LET'S LOOK AT THAT AGAIN!

One of the most impressive features within Actua Golf is the variety of views from which the action can be viewed. Though there are only a few that work effectively during the actual play, if watching replays of cool shots is your cup of tea, you'll be more than satisfied with the selection of viewpoints on offer.

MATT COMMENT



THOUGH YOU COULD CRITICISE ALL GOLF GAMES FOR BEING NOTHING MORE THAN ATTRACTIVE REACTION TESTS, IT'S HARD TO FAULT ACTUA GOLF SIMPLY BECAUSE IT LOOKS AND PLAYS ABOUT AS WELL AS YOU COULD WANT. THE REAL WINNING TEST IS THAT, IF YOU WANTED A GOLFING GAME AND BOUGHT ACTUA, I CAN'T REALLY SEE YOU EVER NEEDING TO BUY ANOTHER GAME IN THE SAME GENRE. WITH THE PROMISE OF FUTURE COURSE DATA DISKS, ACTUA GOLF IS **THE** GOLF GAME TO BUY FOR THE PLAYSTATION. OH YES.



Using the game options you can decide what sort of weather to play in. A brief forecast then lets you know what's going on before each hole.

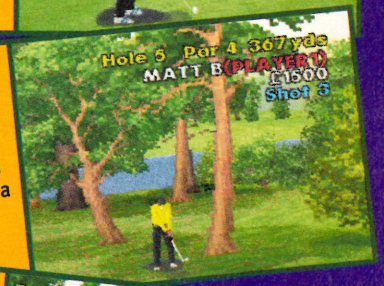
SIMON COMMENT

I'M WITH ME OLD SWINGIN' PARTNER MATT ON THIS ONE – ACTUA'S ABOUT THE MOST REALISTIC GOLF SIM I'VE EVER SEEN. IN FACT YOU CAN PRACTICALLY SMELL THE GRASS AS YOU MEANDER AROUND THE BEAUTIFULLY DETAILED 3D LANDSCAPES. HOWEVER, I'M NOT TOO SURE IT'S GONNA IMPROVE YOUR 'REAL GOLF' LIKE IT SAYS ON THE BACK OF THE PACKAGING – GET A GRIP LADS!

MAGIC ROUND-A-BOUT!

Simple stuff to start off with. Let the computer put you in the right place and target the pin, then let it select a club for you. Gosh, it's a hard life, innit?

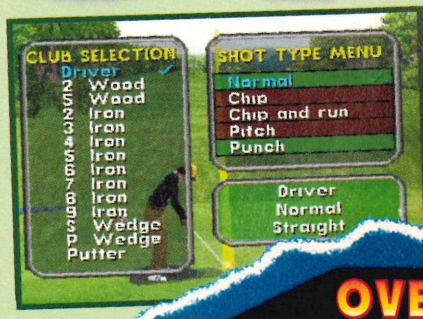
Oh, and it's a tremendously poor shot. Well done everyone! From the top of a tee to the top of a tree. Monster!



What a beauty! Straight from the trees into a bunker! Things really can only get better! Still, I brought a bucket and spade along just in case!

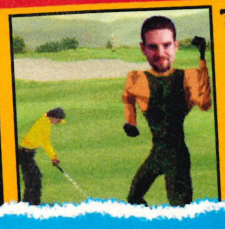
I was wrong about things getting better! Still, a clean ball is a happy ball!

Finally, after hours of to-ing and fro-ing, we have arrived on the green. Now to spend many hours avoiding the hole to complete a perfect day!



If you'd rather take over from your caddy during play, you can control your club selection as well as set the type of shot you'll use.

THINGS YOU WON'T SEE!



As if golf wasn't hard enough already, one of the little-known hidden characters from Tekken 2, **Power-Matt**, jumps out and tries to distract you by waving his strange thin arms at you!

OVERALL

YES, I KNOW IT'S *ONLY* A GOLF GAME, BUT IT'S PRETTY IMPRESSIVE AND ABOUT AS GOOD AS YOU'RE GONNA GET! BUY IT IF ONLY FOR LATE NIGHT, MULTI-CHUMMED SHENANIGANS.

82 SOUNDS

88 ANIMATION

88 GRAPHICS

90 PLAYABILITY

90

ALTERNATIVES

WORLD CUP GOLF, VIRTUAL GOLF, PGA EUROPEAN TOUR '96.

CHEATS

What are yer? A flippin' cheat that's what yer are!

Honestly, anyone would think you were crap at games and incapable of defeating the easiest of titles. Pah! You'd never get me entering dodgy codes. What was that one that makes you invincible again?

ADIDAS POWER SOCCER

FEMALE 'MOTTY'

Start a game in Arcade Mode and then during a match hit Select to call up the in-game menu. Highlight and select the Audio Option and highlight Commentary. Press the Circle and Square buttons together and there you go!

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LEVEL 3 IFHDoUOU6RDM5P2
LEVEL 4 NJHPoUKE6VDI5BI
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TEKKEN 2

SECRET CHARACTERS, BIG HEADS AND WIRE-FRAME

To be able to select Kazuya, you must firstly have gained all of the sub-bosses, but not Roger or Alex. Select any one of these, complete the game and you'll be able to select him.

If you fancy having a bash with the Devil or Angel, complete the game using Kazuya and the Devil will be selectable. If you select the Devil with Kick buttons, you'll play with Angel instead.

To come up against Roger and Alex, have all of the characters mentioned previously, and then start in Arcade mode. In round three, fight your enemy until they have about 5% energy left. Then let them do the same to you but make sure you finish them off. Your PlayStation will say "Great!" and you'll go to Round Four against Roger or Alex.

Press and hold Select after selecting a character and their head will have mysteriously grown. After finishing your first match in Big Head mode, hold down Select again and your fighters head will have grown again.

Finally, for a bit of Wireframe boxing where the action is viewed from behind yourself through a skeleton style frame. Press and hold L1 and L2. Keep them held down and select your character. If they are still held when the match starts, the See-Through mode will be yours.

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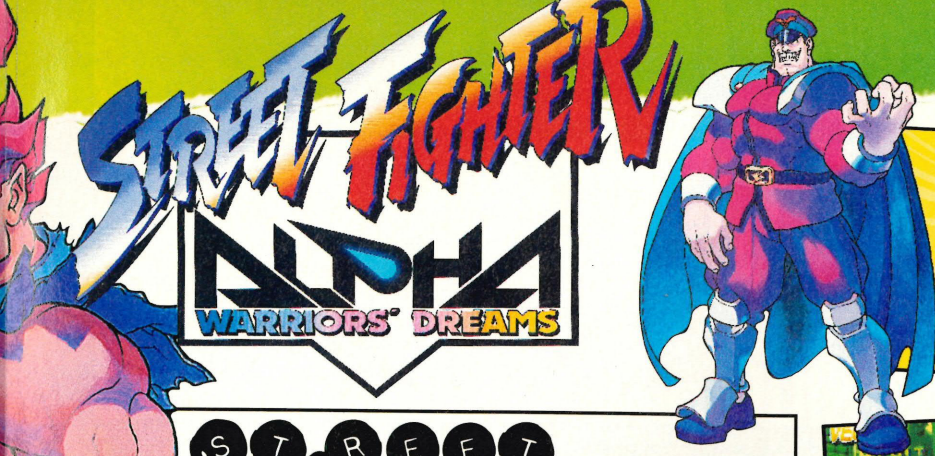
STREET FIGHTER ALPHA WARRIORS' DREAMS



STREET FIGHTER ALPHA

ACCESS HIDDEN CHARACTERS

Untold cheats abound as we reveal everything you could possibly need while playing this awesome Capcom beat-'em-up.

To play as M.Bison:

1. Go to the Random box and hold L2.
2. Press Left, Left, Down, Down, Left, Down, Down. Use Right instead of Left for Player Two.
3. Press Square and Triangle. Use Circle and X for different colours.

To play as Akuma:

1. Go to the Random box and hold L2.
2. Press Left, Left, Left, Down, Down, Down. Use Right for Player Two.
3. Press square and triangle. (Use circle and X for alternate colours.)

To play as Dan:

1. Go to the Random box and hold L2.
2. Press Triangle, Square, X, Circle, Triangle. Reverse sequence for alternate colours.

To fight against Dan:

1. After winning a match, hold Up, L2 and R2 until the Winner screen and text appear. Now release the buttons.
2. Repeat this for five matches and before your sixth match Dan will now appear.

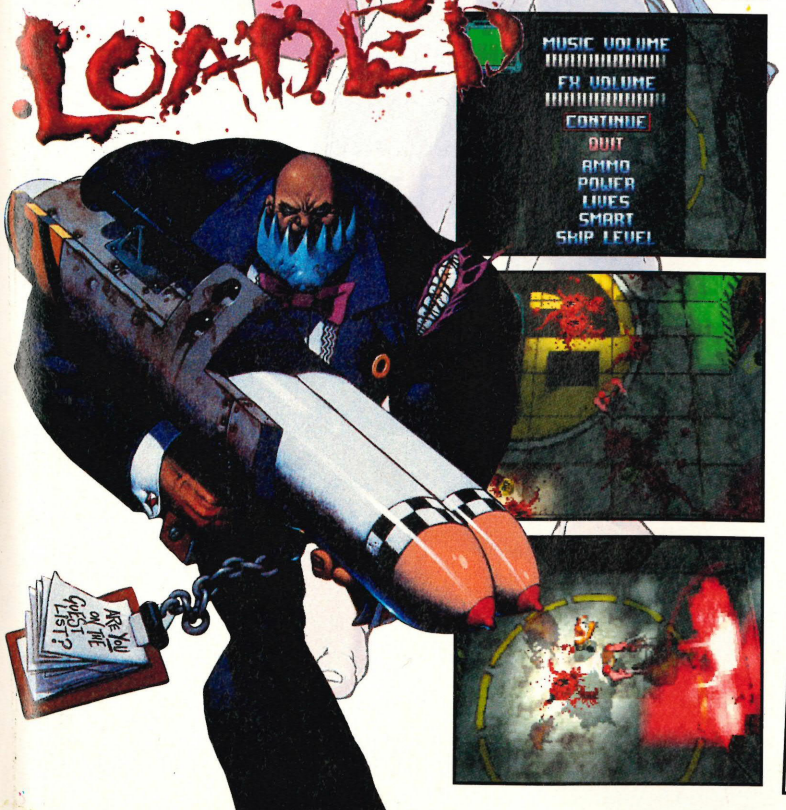
To fight against Akuma:

1. From the Character Selection screen make your choice, but then press and hold down L2, R2 and X the moment you make your selection.
2. Hold these buttons until the first fight begins, at which point Akuma runs in and takes over.

To fight against M.Bison with Ken and Ryu:

1. Complete the game on a difficulty level of six stars or more without changing character.
2. Remember to save this to your Memory Card!

LOADED



LOADED

CHEATS AND CHARACTERS

Pause the game and then hold down L1 and L2 for 10 seconds. Now press these button sequences to uncover all of the cheats.

Right, Right, Left, Down, Down, Up, Square and Circle = Health Up.

Down, Right, Circle, Left, Right and Circle = Ammunition Power Up.

Right, Down, Right and Triangle = Power Up.

Left, Down, Right, Triangle, Square, X, and Circle = Lives.

R1, R2, X, Triangle, Square, Circle, R1, R2, Circle, Circle and Square = Five Smart Bombs.

X, R1, Triangle, R1, Square, Circle, R2, R2, X, Square, Triangle, X = Skip forward one level.

Up, Right, Down, Left, Triangle, Circle, X, Square, X, Triangle, Square, Circle = Level Select.

Try these two cheats or passwords (call them what you want) to gain access to the secret characters.

Nightstalker - X, Circle, X, Circle, L2, R1, X, Circle

Cannonball - Circle, X, Circle, X, R1, R2, Circle, X

ASSAULT RIGS

LEVEL PASSWORDS

Right then me hearties, here's a full list of level codes for Pysgnosis' cyber tank blaster. Get 'em while they're hot!

LEVEL 1 :	● ● ● ● ● ●
LEVEL 2 :	□ ✕ □ ✕ △ □
LEVEL 3 :	△ □ □ ○ ○ △
LEVEL 4 :	△ □ △ △ ○ △
LEVEL 5 :	□ △ △ △ ✕ △
LEVEL 6 :	△ □ ○ ○ ✕ □
LEVEL 7 :	✕ □ □ □ ○ △
LEVEL 8 :	△ □ ✕ □ △ △
LEVEL 9 :	□ △ □ ✕ △ ✕
LEVEL 10 :	△ △ ○ □ ✕ □
LEVEL 11 :	△ △ ✕ △ ○ □
LEVEL 12 :	○ □ △ △ △ ○
LEVEL 13 :	△ □ ○ ✕ △ □
LEVEL 14 :	△ △ ✕ □ □ ✕
LEVEL 15 :	○ ✕ △ △ △ △
LEVEL 16 :	○ □ ○ ○ ○ □
LEVEL 17 :	△ △ △ ○ △ □
LEVEL 18 :	□ ○ □ ✕ □ △
LEVEL 19 :	✕ ✕ □ ✕ △ ○
LEVEL 20 :	✕ □ ✕ △ △ □
LEVEL 21 :	△ □ △ □ △ △
LEVEL 22 :	□ □ △ ○ □ △
LEVEL 23 :	○ ✕ ✕ ✕ ✕ △
LEVEL 24 :	△ □ □ △ △ △
LEVEL 25 :	△ ○ △ △ ○ □
LEVEL 26 :	□ ○ ○ ✕ ○ ✕
LEVEL 27 :	✕ ○ □ △ △ □
LEVEL 28 :	□ ○ □ □ □ □
LEVEL 29 :	△ □ ○ ✕ ○ ○
LEVEL 30 :	□ ○ ✕ ○ ✕ △
LEVEL 31 :	○ □ ✕ △ ○ △
LEVEL 32 :	△ □ ✕ ○ □ ✕
LEVEL 33 :	✕ ✕ △ ✕ ✕ □
LEVEL 34 :	✕ ○ □ ○ ○ □
LEVEL 35 :	○ △ ✕ △ ✕ △
LEVEL 36 :	✕ △ △ ✕ ✕ □
LEVEL 37 :	✕ △ △ ✕ △ □
LEVEL 38 :	□ △ □ △ □ ✕
LEVEL 39 :	□ ✕ △ ✕ ✕ △
LEVEL 40 :	△ ✕ △ ○ □ ✕
LEVEL 41 :	○ ✕ △ ○ △ □

There are a couple of cheats that should be entered while you're playing the game, but not while it is paused:

All Weapons: Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down.

Invincibility: Left, X, Left, X, Left, Left, X, Right, X, Right, X, X.

CHEATS

HMV

MORTAL KOMBAT 3

VARIOUS EXTRAS

For an extra Options screen when the Story screen appears press X, L1 and L2. Now press Start to go to the Kombat Kube screen and then press Up to reveal a Question Mark. Select this for some extra special options.

MORE OPTIONS!
When the trademark screen appears, press Square, X, Circle, Triangle, R1, R1, R2, R2, R1, R1. You'll now hear Shao Kahn say "You will never win!" Press Up on the screen when the spinning MK3 logo appears. A Question Mark now appears. Utilise this option for a load of cheats – including playing as Smoke and totally unlimited credits!

NEED FOR SPEED

VARIOUS EXTRAS

Bonus Las Vegas track: select Tournament Mode and then enter the password TSYBNS.
Access Bonus Car: Enter the Las Vegas Track code, exit Tournament Mode and then hold down L1 and R1 when selecting a car.
Sega Rally Mode: To sample the delights of the aforementioned Saturn game, go to any track bar Rusty Springs. Now hold down L1 and R1. Away you go!
Access Oasis Track: Hold down L1 and R1 while selecting the Rusty Springs track.
Warrior Cars: To grab yourself some more speed, hold down L1 and R1 while selecting any car.
Arcade Mode: Hold down L1 and R1 while selecting the number of laps you want.

TOHSHINDEN 2

WIPE SCREEN

To rid the screen of any energy bars etc. Pause the game and hold Circle, Triangle, Square and X and press Select twice. You have been wiped!

TOTAL NBA '96

ALL-STAR TEAM

To access the All-Star Team of the 94-95 season and then compete in the All-Star Weekend. Set your options the way you like them and then go to the Exhibition match. Highlight Play Game, and press R1, L1, R1, L1, R2, L2, R2 and L2. The words All-Star should now appear at the very bottom of the Play Game screen.

WORMS

EXTRA WEAPONS

To get all of the extra weapons in Worms, press X, Square, Square, X, Square, Square, X, Square, Square.

RIDGE RACER REVOLUTION

RIDGE RACER REVOLUTION

VARIOUS SPECIAL MODES

Extra Cars
To gain the extra cars simply shoot all the ships in the Galaga 88 section. Use the Lazer mode (explained below) for this cheat.

Lazer mode
As soon as the game loads hold L1, R1, Select and Down. When Galaga 88 appears press Triangle to fire.
To access the weird 'Buggy mode' shoot down all of the Galaga ships using the Lazer-mode cheat.

Spinning Point Mode
Select Time Trial for any course and highlight the Start option. Press gas and brake simultaneously and at selected corners during the race the message 'Spinning Zone' will flash up on the screen. At this point try to spin deliberately, getting as many 360°s, 540°s, or even 720°s as possible. Style is very important and your score will be shown in the Replay.

Rear-View Mirror
Once in the race, press Start to pause the game. Now hold down Triangle and press L1 to turn the mirror off. Hold R1 to toggle the mirror back on (internal view only).

Zoom In And Out
Once in the race, pause the game. Hold down Triangle and press L1 and R1 to zoom in and out. Pressing L1 and R1 together resets to the default distance.

DESTRUCTION DERBY

RUINED MONASTERY TRACK

To access this secret track start a **WRECKIN RACE/CHAMPIONSHIP** and enter the following in the Name screen: **REFLECT!** (remembering the exlamation mark). When the main menu returns change the race to **WRECKIN RACE/PRACTICE** and then go to **Course Select** and scroll left or right You will now see the Ruined Monastery Track!
ALSO IN THE NAME AREA IF YOU ENTER THE FOLLOWING YOU WILL HAVE THESE DIFFERENT OPTIONS TO SELECT:
Enter: !DAMAGE! – Invisibility
Enter: NPLAYERS – Choose amount of CPUs

MEAN TIP OF THE MONTH!

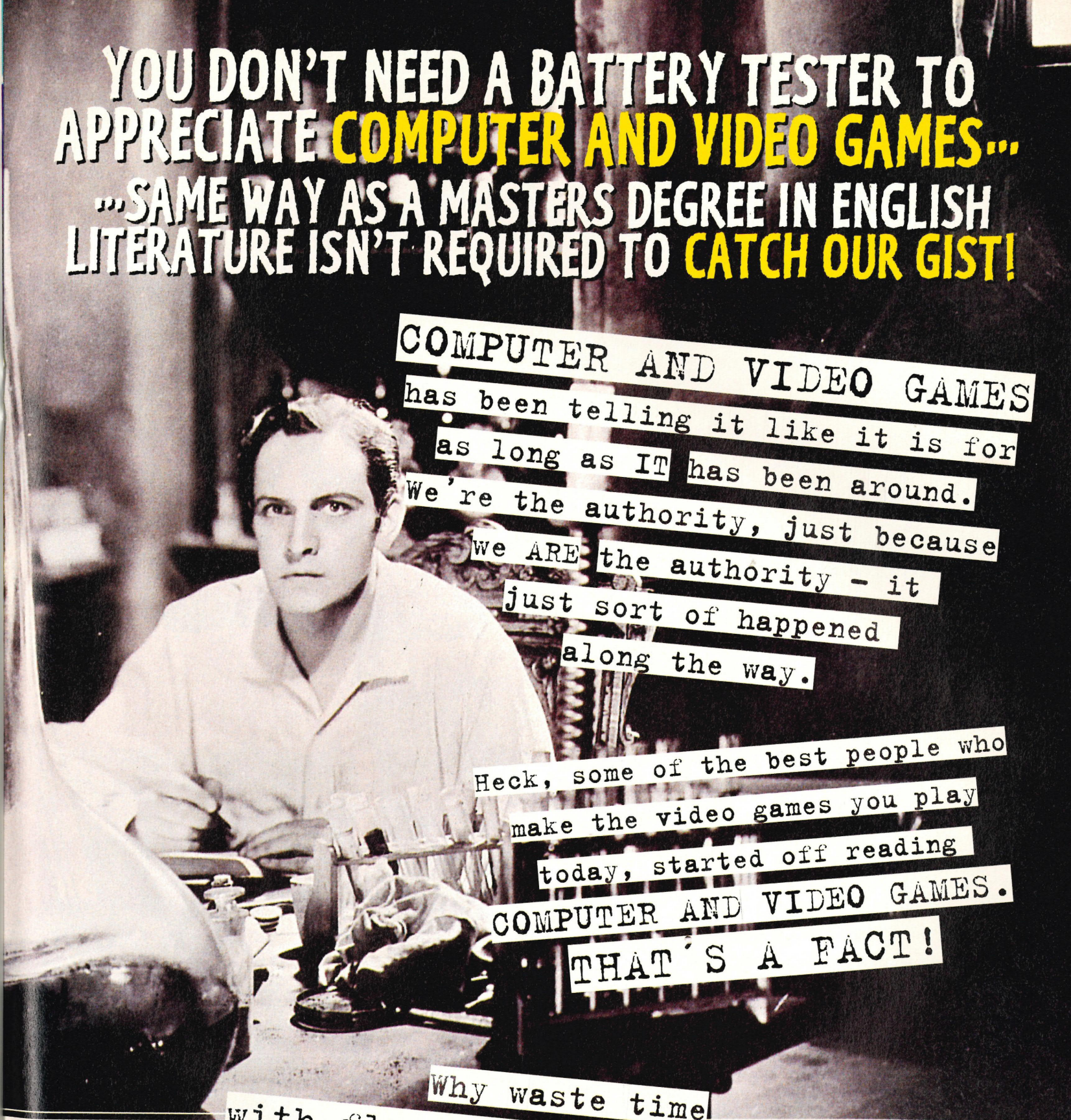
Obviously it was us lot that collated this first bunch of invaluable cheats to aid your gaming dilemmas, but from this day forth if you discover a cheat that's cool we'll print it. And, courtesy of our generous pals at HMV Level One we'll reward one lucky reader with a **FREE** PlayStation title of their choice. Top eh? Get searching and send your top tips to this address:

THIS TIP WILL WIN ME A TOP GAME!
Cheats, Mean Machines PlayStation, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

NOTE: Please remember to write down which game you'd like if you're lucky enough to win – we're not psychic you know!

YOU DON'T NEED A BATTERY TESTER TO APPRECIATE COMPUTER AND VIDEO GAMES...

...SAME WAY AS A MASTERS DEGREE IN ENGLISH LITERATURE ISN'T REQUIRED TO CATCH OUR GIST!



COMPUTER AND VIDEO GAMES has been telling it like it is for as long as IT has been around. We're the authority, just because we ARE the authority - it just sort of happened along the way.

Heck, some of the best people who make the video games you play today, started off reading COMPUTER AND VIDEO GAMES. THAT'S A FACT!

Why waste time with flash-in-the-pan substitutes, when you can have the real thing. THE ORIGINAL.

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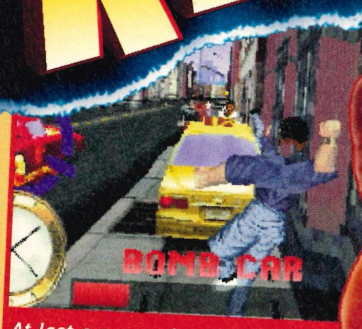
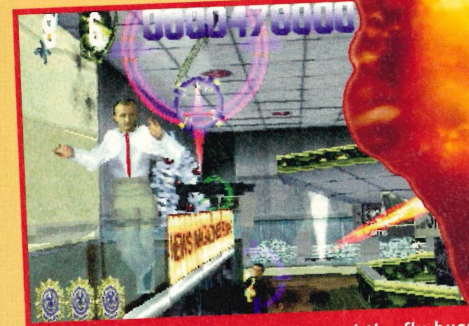
REVIEW



At last a game where you can mow down pedestrians!

DIE HARD TRILOGY



"I paid £5.99 for these slacks and the fly bust after one day. Gimme my money back or you die!"

FEW MOVIES HAVE MANAGED TO GET TO A THIRD EPISODE AND STILL REMAIN WORTH WATCHING, BUT DIE HARD IS ONE BRILLIANT EXCEPTION. EA DO THEIR BEST TO KEEP UP THE TRADITION...

Bruce Willis, eh? What a geeza! Our publisher (a miserable old git called Harry) reckons the only good thing about Brucie is his wife, Demi Moore (which is fair comment), but love him or hate him you can't deny ol' Brucie boy does look pretty damn tough in a vest! As far as I'm concerned Die Hard was bloody brilliant, Die Harder was a superbly entertaining romp, and Die Hard with a Vengeance was absolutely fabulous. As a result I was excited but concerned about receiving a product that split the films up and presented them as three separate games. Excited because this had the potential to be incredibly good, and concerned because film licensed games are very often about as tasty as popcorn that's been lodged down a cinema seat for a few months. But the good news is... we appear to have a true winner!

BY: EA OUT: AUGUST PRICE: £44.95

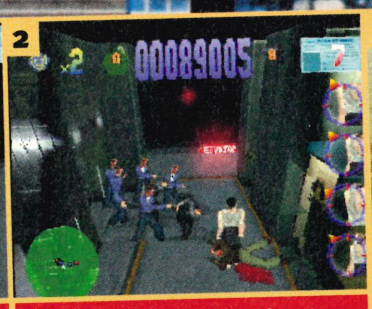
DIE HARD

MEAN MACHINES PLAYSTATION BUY IT! BUY IT! BUY IT! BUY IT! BUY IT! RED HOT!

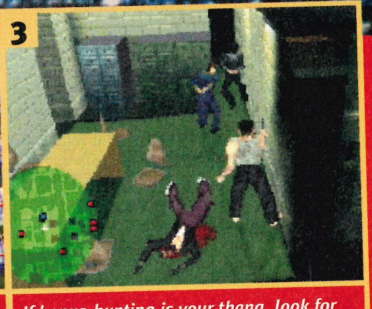
A DAY AT THE OFFICE...

Like a better version of Loaded and Lone Soldier, the section based on the first film sees you working your way through Nakatomi Plaza high-rise, eliminating terrorists (of which their are hundreds), disarming bombs on each floor, and rescuing as many hostages as possible. There are twenty floors to play through here, with the big finale taking place in the board room versus the brilliant Hans Gruber.

The first level is down in the garage, where absolutely EVERYTHING can be blown up into very tiny pieces of debris type stuff!

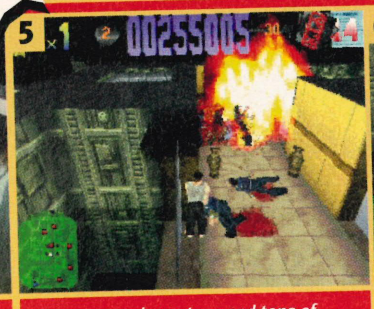


While on the office levels you have to watch out for reinforcements arriving in the lift. Gulp! There's flippin' loads of them gun-totting chaps!

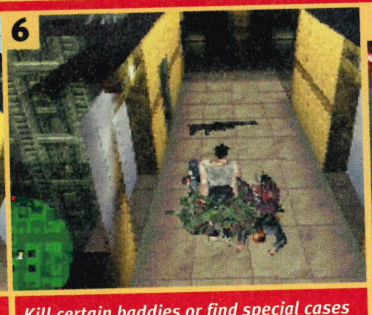


If bonus-hunting is your thang, look for out for the blue dots on the scanner and release the hostages found there. Hey, they'll be more than grateful!

True to the film, all the glass panels found in the office can be blown out. Very dramatic, but extremely expensive on your insurance bill afterwards!



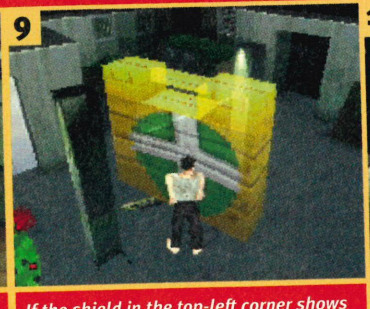
The scanner shows tons and tons of baddies waiting for me. Time for a grenade me thinks! That'll learn you, you badass, henchmen goons you!



Kill certain baddies or find special cases and they'll reveal a machine-gun for you to pick up and use. How kind of the evil nasty types to give you free guns!

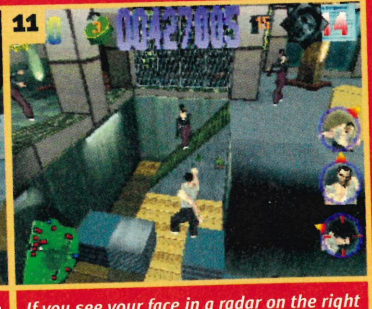
Once you've rescued as many hostages as you can and killed all the terrorists, the bomb on that level arms and must be found before the Time Limit runs out.

If there are hostages in among the nasty terrorists, the gas grenade simply stuns all effected, allowing you to move in and pick off the bad guys.



If the shield in the top-left corner shows you've taken one too many hits. Search out the sacks containing damn useful first aid hits. "Ah! That's better."

Be very careful if you're using grenades in confined quarters. Unless you can get to a safe distance you'll be caught up in the blast for some major damage.



If you see your face in a radar on the right of the screen, it means you've been targeted by an enemy. The arrow coloured indicates their direction.

REVIEW

MATT COMMENT

VALUE FOR MONEY AHOY! I'M SURE IT MUST MUST HAVE BEEN TEMPTING TO RELEASE EACH OF THESE GAMES AS SEPARATE RELEASES, BUT TO GET ALL THREE ON ONE CD — WELL IT REALLY IS JUST EXCELLENT. THE THREE 'EPISODES' REALLY DO OFFER COMPLETELY DIFFERENT GAMES TO PLAY — NOT TO MENTION THE FIRST DECENT VIRTUA COP COPY FOR THE 'STATION. I HAVE TO SAY THAT I LOVE THE DRIVING SECTION THE MOST, AND ALTHOUGH IT MIGHT NOT TAKE YOU WEEKS TO COMPLETE, YOU'LL CERTAINLY RETURN OFTEN 'COS IT'S JUST SUCH GOOD FUN! AN ABSOLUTELY BLINDING GAME. BUY IT!

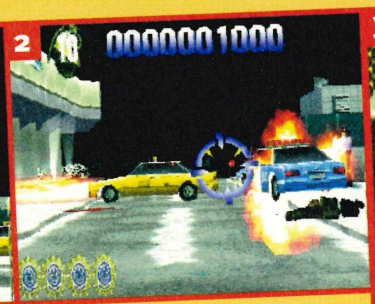
DIE HARD II

DIE HARDER

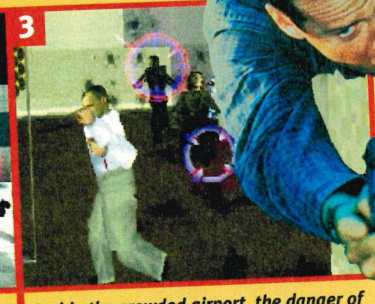
KEEP YOUR HEAD DOWN!

And who said that the Saturn was the only machine with a decent Virtua Cop game!? Die Harder takes our hero on a first-person perspective shoot-'em-out extravaganza, scouting through the crowded terminals of Washington's Dulles airport in an attempt to kill all the terrorists while avoiding innocent civilians – or deliberately blowing them away if you're sick like me! As in the film you'll progress out into the snow, with the final big show-down coming as you try to stop the bad guys' plane from taking off. Brilliant stuff.

This is where it all starts — outside the airport. It's business as usual and every one is happy – 'cos it's crimbo. It all seems nice and quiet...



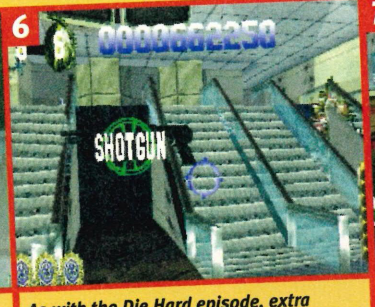
...until the terrorists start making trouble that is! How can I resist getting involved? Time to get me gun out, and run around in only a vest methinks!



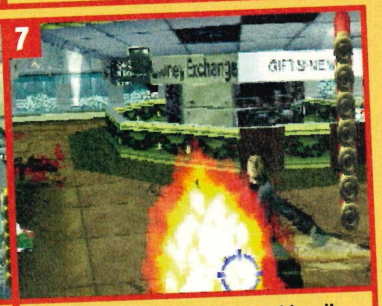
Inside the crowded airport, the danger of hitting innocents becomes an even greater concern than before. Especially when the idiots run in front of you!

As well as civilians getting in the way, the terrorists aren't averse to taking the odd one hostage. Some precise shooting is called for here in a Golden Shot style-e!

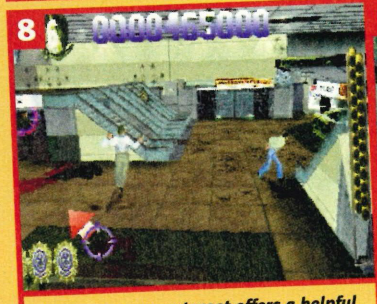
The badges in the bottom-left show your health. So if things start getting worrying, shoot the vending machines and prey for Health icons! Yummy yummy!



As with the Die Hard episode, extra weapons can be found, collected and utilised throughout the Die Harder levels. They don't last long, but they're good fun!



Keep an eye on the ammo cartridge display along the right-hand side of the screen. You need to keep reloading or else you'll run out at a crucial moment.



The arrow on your target offers a helpful hint as to where the next bad guys will be popping up. Fast reflexes here are a must. Notice the bloody mess on the floor!

If things are getting a bit desperate and you need to cause some heavy-duty damage, fire a rocket off and enjoy the fireworks! Needless to say, stand back!

Though not quite as juicy as the rocket, the grenade offers a simple solution to those 'over-whelming-odds' situations. Check out all that blood and gore. Cool!

Never mind the terrorists, just shoot those boxes! Inside you'll find all manner of goodies including health, bigger guns, and rockets!

DIE HARD
WITH A VENGEANCE

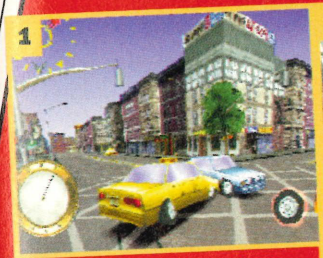
SIMO COMMENT

I LOVE IT! I LOVE IT! I LOVE IT! WHAT AN ABSOLUTE BARGAIN DIE HARD TRILOGY IS. A GOOD MOVIE LICENCE IS NOVEL, BUT A TIE-IN FEATURING THREE TOP GAMES MAKES DHT A MUST FOR EVERY 'STATION OWNER!

THE HIGHWAY CODE... NOT!

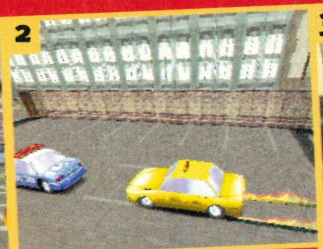
My personal favourite of all the games within Trilogy, Die Hard with a Vengeance sees you in a Twisted Metal-esque driving game, trying to find and disarm a large number of bombs that have been hidden around the streets of New York, in Central Park, and under the city itself. You'll be penalised for ploughing down innocent pedestrians, but it's great fun! This also features some of the best explosion effects I've ever seen. Quite remarkable!

1



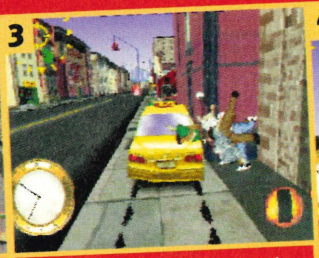
Locating the bombs is made easy thanks to the handy radar in the top-left of the screen. The red arrow shows the bomb's location, while the blue arrow...

2



...shows the way to the nearest garage. Here you can trade in your cab for anything from a Police car to a Porsche to a school bus just by driving through the gates!

3

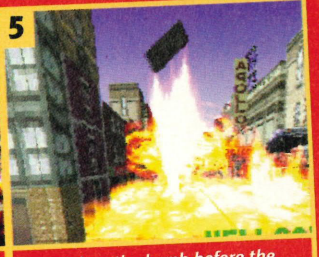


Should you mount the pavement, you'll send pedestrians bouncing off across your bonnet and down the road. Not exactly moral behaviour but damn good fun!

4

You can choose to watch from cameras inside or outside of the car. This is great for watching hit-and-run victims splat against the screen and then get wiped away!

5



Smash into the bomb before the time-limit runs out and you're treated to one of the best explosions yet seen on the PlayStation. Gob-smakin'!

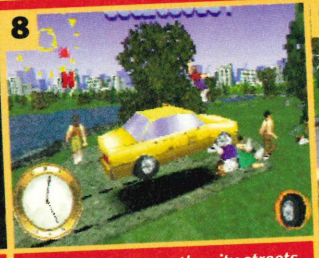
6

Collect an EMS icon and you'll call out the emergency services. At this point you can tail an ambulance (like some sick-o) as all the traffic gets out of their way. Handy!

7

Diffuse all the bombs on each city level and you're off underground to race one of the dump trucks. The best tactic here is to ram him into the wall and then run. Grrr!

8



When you're not on the city streets or underground you'll find yourself in Central Park; complete with schools outings to drive your car through! Get outta' my way!

9

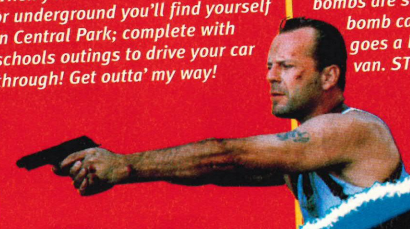
As with the city scenes, not all the bombs are static; some being in bomb cars. And look! There goes a bomb, er... hot dog van. STOP! I want onions!

10

Just to make the park even more interesting there are lakes to skid into. Sinking into these results in instant death. Glub! Glub!

11

Just when you're wondering how you'll ever get past that HUGE truck convoy, up pops a handy little LAUNCH icon. Yippie-Ki-Yay! You can also see the helicopter that provides the dramatic external views when the action gets going. Cool!



OVERALL

IT LOOKS AMAZING, HURTLES ALONG AT AN INCREDIBLE PACE, AND IS DAMN GOOD FUN FROM START TO FINISH. IT'S ALSO ABOUT THE BEST VALUE BUY AVAILABLE FOR THE PLAYSTATION TODAY.

91 SOUNDS

92 ANIMATION

91 GRAPHICS

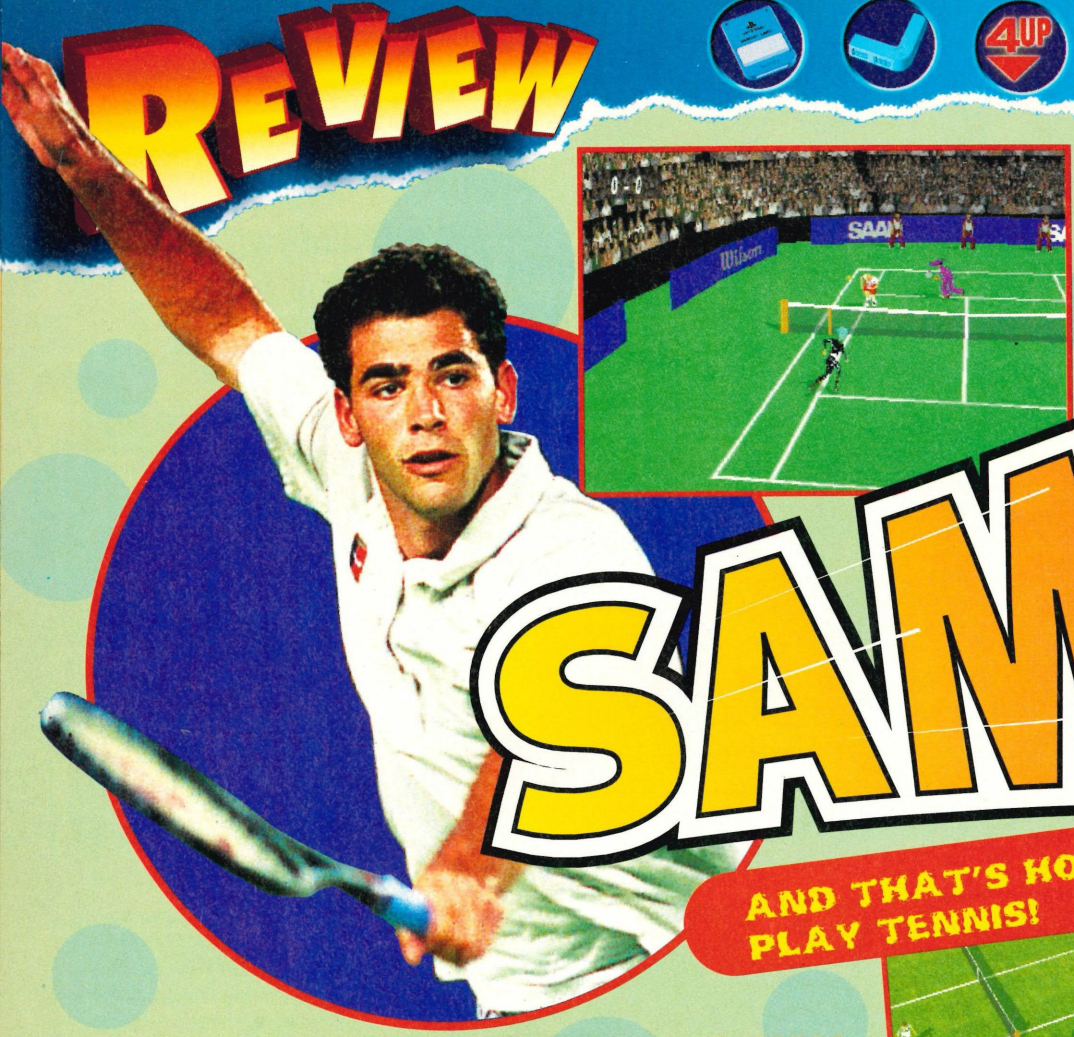
93 PLAYABILITY

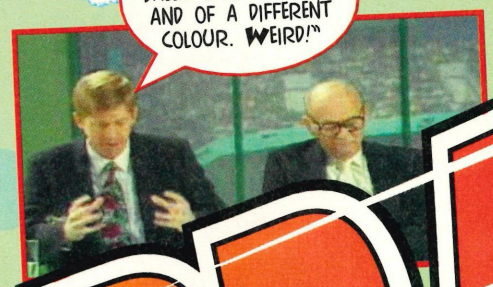
91

ALTERNATIVES

LOADED, LONE SOLDIER, REVOLUTION X, TWISTED METAL.

REVIEW



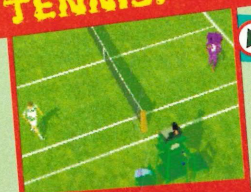


SAMPRAS

SPORTS SIMULATIONS ARE OFTEN IMPRESSIVE, BUT THEY'RE NOT NORMALLY THIS MUCH FUN! WHAT THE FLIPPIN' LINE-CALL'S GOING ON?

Tennis, eh? What does it mean to you? The sun's come out, your mates are standing on the doorstep, and you're desperately scrambling around in the back of the wardrobe trying to find your tennis racket (which — and let's be honest here — was last used two years ago to punt apples into your neighbour's garden). It's also a time for wondering when Mum's going to stop sitting in front of the telly watching Pat Cash's legs and make you some tea. And lastly it's a pretty good sport. I know, crazy or what! Prepare yourself for further shocks, as I reveal that the latest Codemasters' game, Sampras Extreme Tennis, is not only an accurate tennis simulation, but a damn entertaining one. Grab your er, balls and read on...

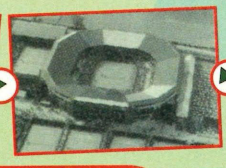
AND THAT'S HOW WE PLAY TENNIS!

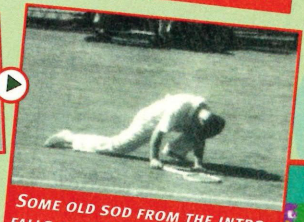


Before play commences you're treated to a graphical nicety, as all the competitors stroll onto the court.

As is traditional, before the first ball is hit, everyone has a sit down, a cup of tea, and something nice and fattening from the sweet trolley.

Serving is all about reactions and timing. There are three serve speeds on offer, and once selected, a little targeting circle zips across the court. Nice!

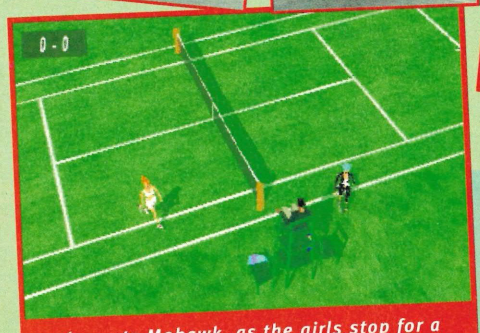




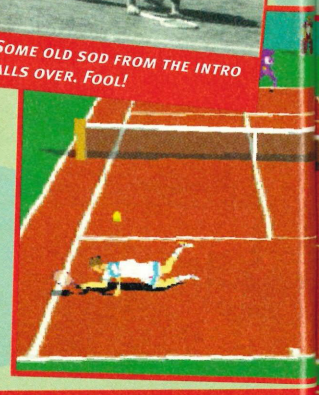
SOME OLD SOD FROM THE INTRO FALLS OVER. FOOL!

SOWING THE SEEDS...

At the start of the game you have twelve players to choose from. They range from unseeded characters to World-class competitors. There are a further eight characters in the game that become available as you beat them — including Mr. Sampras — along with four mystery characters who initially appear only in silhouette. Ooh, spooky!



Punk meets Mohawk, as the girls stop for a quick glass of Robinson's Barley Water. Yum!



Adam Harris

Australian
Age: 26
Seed: 4

As you can tell by his hair – Adam is crazy bonkers! Still, put his insanity aside for a moment, and you're left with a pretty tasty player, complete with excellent ratings in all departments.

Thibaud Ortolan

French
Age: 27
Seed: 3

High speed and excellent strength make snobby-faced Thibaud a right pain in the ass. He's also able to recover from dives extremely quickly, making him flippin' hard to trick.

Charles Chumley

British
Age: 22
Seed: 2

Charles is incredibly quick on the court and only just less-than-average on his dive recovery rating. Not to be taken lightly, Mr Chumley is a right old pain in the behind and a decent foe.

Jimmy 'Flex' Wagner

American
Age: unKnown
Seed: unseeded

On paper, Jimmy 'Flex' Wagner is probably the most fiercesome player in the game. He has maximum shot strength, serve speed, dive distance AND recovery! Er... good luck!

Solomon Zodiac

American
Age: 53
Seed: unseeded

Er... yo my man! Dissing with your homies, no doubt. Er... h-core, nuff? Well you get the idea; he's big, powerful, and swerves like there's a hurricane er... going down. My man.

Kellie Neilson

Australian
Age: 24
Seed: 4

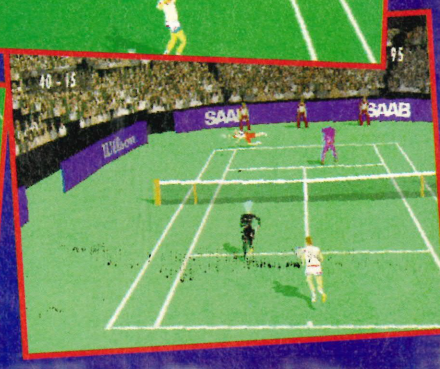
Kellie is slightly stronger than the unseeded players, but has to cope with a fairly slow serve speed and very little serve top-spin. Still, nice hat!

BY: CODEMASTERS OUT: AUGUST PRICE: £44.99

EXTREME TENNIS

TWO TO TANGO?

Even more fun than the usual game is the doubles. Play with one, two, three or four humans, or just on your own with a computer partner. Excellent, nay hilarious japery awaits! Get stuck in!



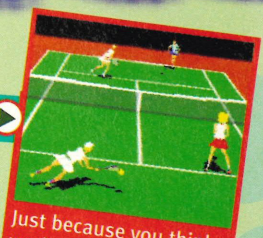
Hit the button when the target is where you want to serve to, and it's away! Obviously, the faster the chosen serve, the faster the target moves.

General shots are taken with the X button, with the angle determined by the Dpad, and the amount of angle set by how early you start your swing.

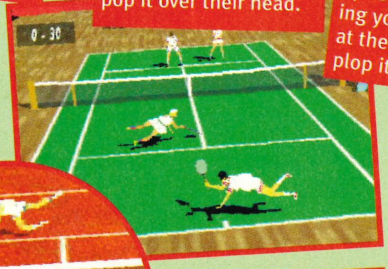
A sneaky tap on the circle button sees the ball flying high for a lob, so lure an opponent into the net and pop it over their head.

The square button looks after the drop shots, so work you way up to the net — keeping your opponent back at the baseline — then plop it to the floor.

Mr. Triangle button delivers you a slice shot that, as well as travelling distance at low altitude, also slows the ball. Very good for mixing up the play.

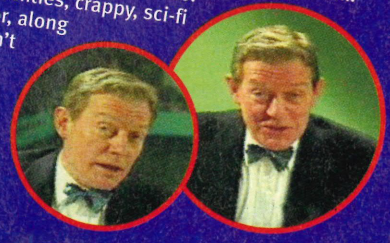


Just because you think you've been beaten doesn't mean you shouldn't go for every shot. You may scuff your knees, but you'll stay in the match!



HELLO, GOOD EVENING, AND WELCOME...

In between each of the various tournament matches the player is, er... 'treated' to some pretty atrocious Full-Motion-Video. This features Ed Bishop – of seventies, crappy, sci-fi fame – as a sports commentator, along with two other wallies who aren't very good at sounding natural while reading the scripts quite obviously taped to their desks. In honesty, this is the worst thing about Sampras Extreme! Fortunately, one tap of the button sends them on their way.



Nicole Papain

French
Age: 23
Seed: 3

A strong player, Nicole (papa?) is a tad slower than you'd want, but remains one of the prettiest players in the game. Er... if they were real, of course. Damn!

Rebecca Bennet

British
Age: 22
Seed: 2

A pretty good all-rounder, Rebecca does suffer slightly from a slow dive recovery, but that's about all. A good choice for beginners.

Pamela Peterson

American
Age: 21
Seed: 1

Pamela 'Peterson' you say? Hmm, blonde and buxom you say? Damned attractive with lips the size of Cardiff you say? Seems all too familiar — but other than a dodgy dive, she's good.

Giggles

American
Age: unknown
Seed: unseeded

I do believe the programmers were getting a bit silly at this point! Giggles is very strong and fast, but has poor service speed and very poor diving distance.

Bubbles

American
Age: unknown
Seed: unseeded

Er... Giggle's sister, perhaps? Bubbles actually has excellent stats (and a blinding leather one-piece suit) but has absolutely no on-court speed whatsoever. Shame!

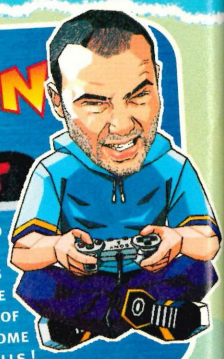
Pete Sampras

American
Age: 26
Seed: 1

As you'd imagine, the big cheese himself is about as tasty a player as you'll find. His only weakness is very silly curly hair and a poor dive recovery. Awesome!

REVIEW

SIMON COMMENT

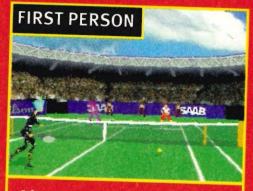


SAMPRAS TAKES A LITTLE WHILE TO PICK UP, BUT ONCE YOU'VE GOT TO GRIPS WITH YOUR SHOT TIMING IT'S EXTREMELY PLAYABLE. FOR THE PERFECT MIX, ADD A TROOP OF FRIENDS, A MULTI-TAP AND SOME STRAWBERRY'S AND CREAM. NEW BALLS!

FOR YOUR VIEWING PLEASURE!

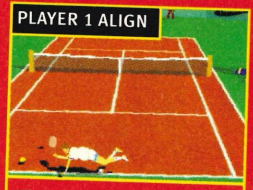
It's important to find a view that you're comfortable with if you want to get on in Sampras Extreme. It's no use having a dynamic view if you can't see the full court and judge your shots accordingly.

FIRST PERSON



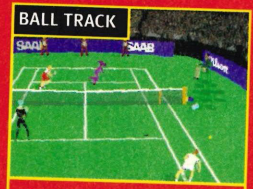
About as dramatic as it gets without being of any use! A good gimmick, but pretty dang useless in practice.

PLAYER 1 ALIGN



The Player-one Align view shifts the camera left and right, keeping the two players in alignment up and down the screen.

BALL TRACK

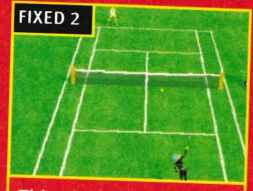


The Ball Track camera does exactly what it says: it tracks the camera to keep the ball central. A bit too stomach-churning for my liking.

FIXED 1

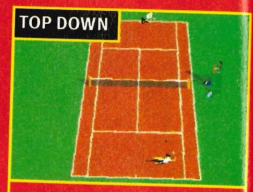
The first of the fixed cameras is probably the most impressive view that remains good to play with.

FIXED 2



This view takes the camera higher than its predecessor, giving a good view and making shots easier to judge.

TOP DOWN

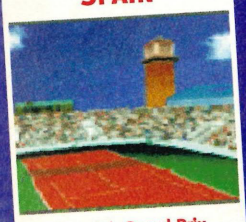


Practically a top-down view, the third fixed view is the best one if you want to see off the likes of Sampras.

WHERE SHALL WE GO TODAY?

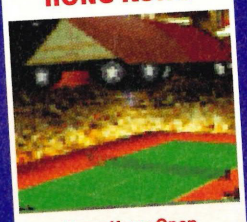
There are a number of locations available to the player; each one offering a different trophy, and each one featuring different conditions...

SPAIN



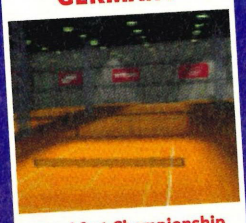
Spanish Grand Prix
Stadium Nacional — Clay

HONG KONG



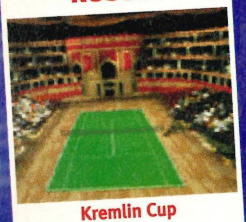
Hong Kong Open
Tai Hang Bay — Hard

GERMANY



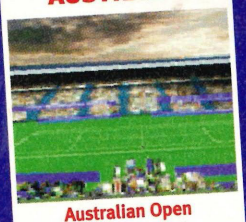
Frankfurt Championship
Der Staatstade — Indoor

RUSSIA



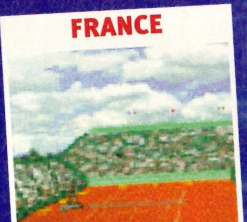
Kremlin Cup
Palace of the Congress — GST

AUSTRALIA



Australian Open
Canooba Creek Stadium — Hard

FRANCE

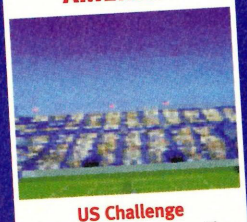


French Open
Stade Olivier Foux — Clay

ENGLAND

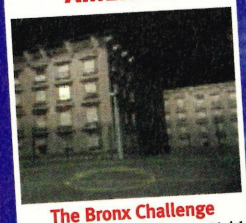
London Open
Putney Arena — Grass

AMERICA



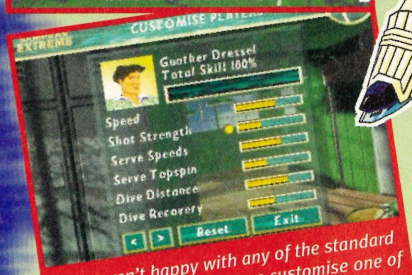
US Challenge
Flushing Meadows — Clay

AMERICA



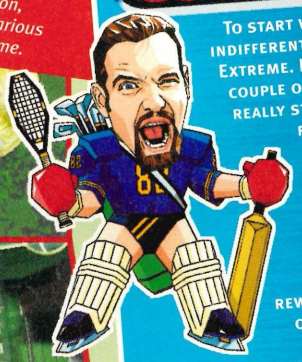
The Bronx Challenge
Washington Heights — Yuk!

The Knockout Tournament is exactly that. The winner of each match stays on, working their way through the various opponents that feature in the game.



If you aren't happy with any of the standard characters, you can always customise one of them to your own specifications. Of course, if you give a player tremendous speed, you'll have to lose out on something else. You can't have it all!

MATT COMMENT



TO START WITH I WAS FAIRLY INDIFFERENT ABOUT SAMPRAS EXTREME. HOWEVER, AFTER A COUPLE OF HOURS PLAY YOU REALLY START TO GET A FEEL FOR THE GAME, AND ONCE YOU'VE MASTERED THE WORKINGS AND HAVE COMPLETE CONTROL OVER ALL YOUR SHOTS, THE SATISFACTION AND REWARD FROM PLAY ARE QUITE SUPERB. BEING ABLE TO MIX UP THE PLAYERS FOR DOUBLES IS GREAT, AND AS FOR PLAYING AGAINST A SKILLED MATE, WELL... YOU JUST CAN'T BEAT IT! EXCELLENT STUFF, AND DAMNED ADDICTIVE TO BOOT.

OVERALL

WITH BRILLIANT SOUND EFFECTS AND A SUPERB LEVEL OF CONTROL, THIS MAKES FOR ONE HIGHLY RECOMMENDED SPORTS SIMULATION — AND A VERY ATMOSPHERIC ONE AT THAT. AS IF THAT ISN'T ENOUGH, IT'S BLOODY GOOD FUN AN' ALL!

ALTERNATIVES
POWER SERVE 3D TENNIS, V TENNIS.

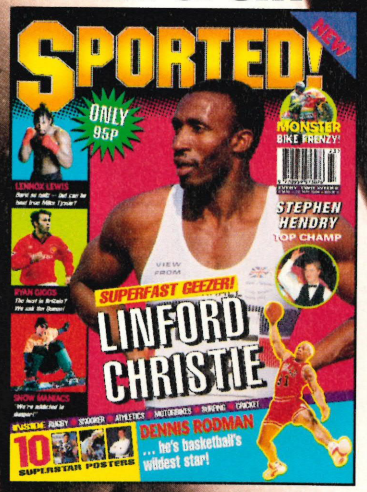
85 SOUNDS	91 ANIMATION
84 GRAPHICS	88 PLAYABILITY

89

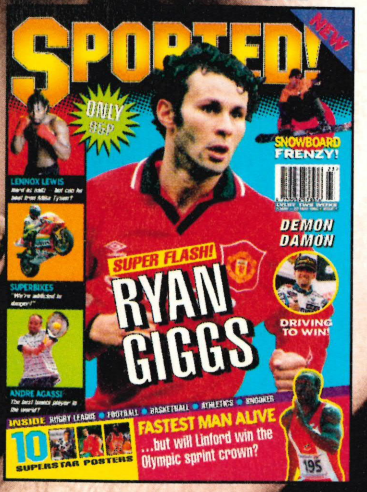
want to get sorted?

MEGA STARS

MEGA SPORTS



MEGA FLASH



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REVIEW

1UP

TIME COMMANDO

Well this is a surprise! I'd almost forgotten about EA's time travelling game and here it is, all finished and ready for review. What's more, it's a bit of a corker!

Do you know exactly how many films have been turned into computer games? Blimin' hundreds! And how many of those have actually been any good? Er... not very many! Granted the PlayStation hasn't been too badly affected by pathetic film licences, but those money-grabbing publishers can't resist an opportunity to cash in on a good film with a crap game. Now try to think of games that have been turned into films. Mortal Kombat was brill', Street Fighter was absolute pap, and Doom: the Movie is yet to come. Well I reckon Time Commando would make a blinding film. Stallone could play the futuristic engineer, travelling through time to fix a renegade computer virus, armed only with the tools he finds in each time-zone. Sticks and stones in prehistoric times, swords and shuriken in ancient Japan, and six-guns in the wild west. Ah, now what a picture THAT would make!

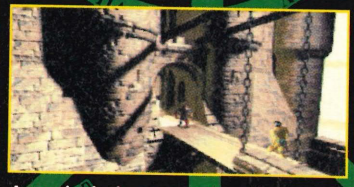
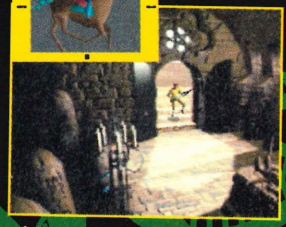
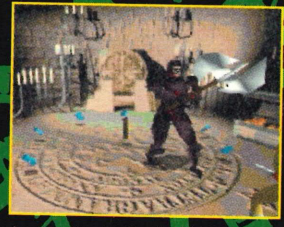
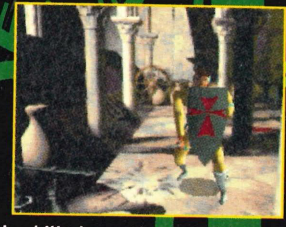
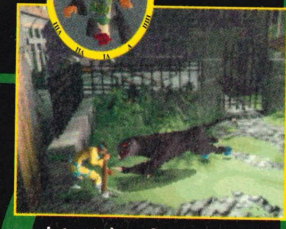
PREHISTORIC AGE

About as basic as things get, the dawn of time isn't the place to go looking for sub-machine guns! Inhabited by a variety of cave men and nasty prehistoric animals, you'll find nothing more potent than a few rocks and sticks to start with, progressing onto clubs and spears as time passes. The landscape here is also a lot more scary than in other times, with lots of narrow cliffs to be negotiated.

ANCIENT ROME

Jumping forward to slightly more civilised times, you find yourself confronted by Centurions and gladiators armed with a variety of swords and tridents. As well as being better armed, the intelligence of this time's denizens is also much improved, so don't expect to wade through these like you did with the cave men. And the good news... you can get a nice little sword and shield to play with here. Hurrah!

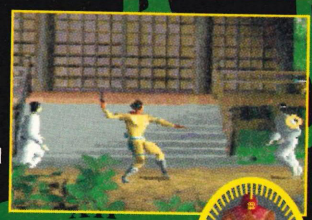
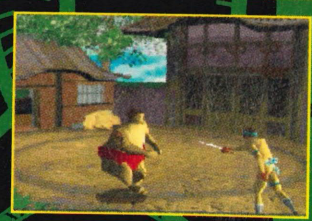
MEDIAEVAL EUROPE

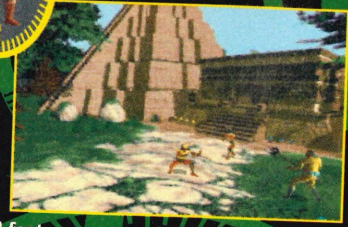
A particularly groovy time line, Mediaeval Europe offers some of the best opponents, including extremely skilled swordsmen, hideously persistent dwarfs armed with mace (or is the plural maces, or mice, oh bugger... I don't know!). Anyway, you get the idea! There are also tons of fat monks to beat about the head and neck, as well as giant knights in dull armour who'd rather slice you up than go rescue damsels in distress. Cool!

FEUDAL JAPAN

You start each new time zone with no weapons, and as such must rely on your skills in the old martial arts. Believe me, you won't have a better chance to try them out than here in Feudal Japan. Highly skilled karate students attack with all manner of flying kicks, while tens of deadly ninjas wait around each corner. There's even a massive Sumo to take on. Fortunately, you do get a ninja sword along the way!

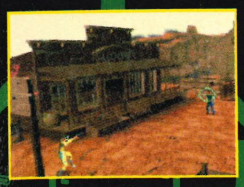
AGE OF CONQUISTADORES



Split into two distinct sections, the Age of Conquistadores starts on a pirate-style ship and features some of the nastiest swordsmen you'll find anywhere in the game. This is also the first level to feature guns — albeit fairly primitive pistols with one bullet at a time — which means that distanced combat becomes a possibility. The second section sees you up against Aztecs, running around temples with blow pipes. Fab!

BY: EA OUT: AUGUST PRICE: £44.99

CLASSIC WESTERN AMERICA

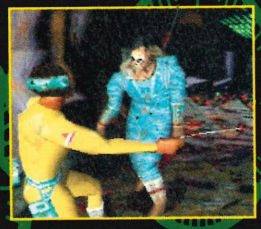


Crikey! It's just like in the movies! This is absolutely H-core — with all the stereotype saloon bar brawls and rooftop shoot-outs you've come to expect from such scenarios! Even better, the whole thing starts off with you kicking in a sleeping Mexican, stealing his gun, and then having a 'go for your guns, pardner' style High Noon gun-fight! Excellent stuff.

20TH CENTURY BATTLEFIELDS

Split into two time-lines, the first level takes you through the trenches of The Great War, lobbing grenades and using your bayonet on anyone too close to simply shoot! The second half of the level brings you up to more modern times, with machine guns, rifles and some wicked rocket launchers. Unfortunately, the enemies are getting pretty fierce by now, and there's a massive end-of-level tank to engage!

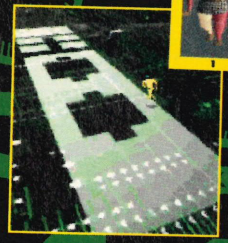
FUTURE



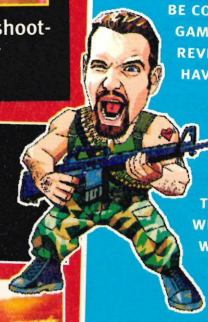
It's only when you travel into the future you realise what a push-over those ninja's were! Robots, flying cyborgs and ED-209 inspired robots patrol catwalks and grim, metallic walkways, firing on you using hi-tech lasers and plasma weapons. Get to a ship and fly into the likes of zombies and killer aliens. You'll even need to get suited up and travel into the vacuum of space to complete the level!

WORLD OF THE COMPUTER

The final showdown with the computer virus starts out in a rather weird platform way — quite like Crash Bandicoot in fact. You run 'into' the screen, jumping to avoid holes and crumbling platforms while the screen tries to catch up with you. It's then a huge guardian fest, and as for the final scene... well I'm not going to tell you! A-ha!



MATT COMMENT



There's nothing I like more than to be completely surprised by a game. I wasn't expecting to review Time Commando, but have to admit that I've had a blast! The way the graphics move, the way the atmosphere changes for each level, the way you get to play with so many different weapons and against so many baddies — all adds up to an incredibly absorbing game. It's not your normal arcade game and it's not really a 'Fade to Black' either. It's created its own, unique genre, and I for one am a major fan. Damn good stuff!

SIMON COMMENT

I really got into Time Commando. The levels are varied and interesting, there're plenty of weapons for you to learn to use and loads of baddies to use 'em on. Alright, there're a few little glitches that hold TC back a bit, but that's been really picky!

OVERALL

A unique and absorbing gaming experience. A brill' idea that works incredibly well, and while possibly not everyone's cup of tea, still worth a look. One of the most atmospheric games available!

ALTERNATIVES

FADE TO BLACK, RESIDENT EVIL, LONE SOLDIER.

87 SOUNDS

91 ANIMATION

90 GRAPHICS

87 PLAYABILITY

88

REVIEW

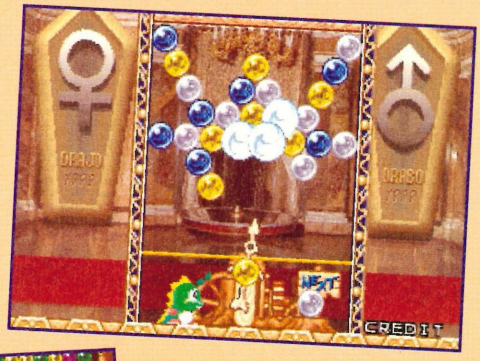
BUST-A-MOVE 2

WHAT SORT OF GAMES ARE GUARANTEED TO MAKE GIRLS GO ALL SOPPY? STRIP POKER WITH BRAD PITT PERHAPS, FLUFFY PUPPY GOES TO TOWN OR PERHAPS SOME PUZZLE GAME WITH CUTE CHARACTERS AND CHEESY MUSIC? TOUGH CHOICE HUH!

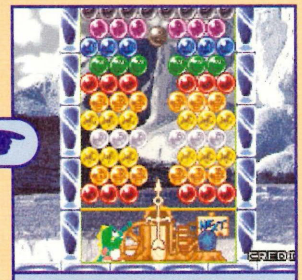
Yes, it's a sad fact but these sort of games have a diverse effect on all, or at least some of the people who play them. And usually it's just the girls, but when a game of this quality appears, the male of the species is just as likely to 'Bust' their 'Moves' for a go as it were. Beware 'cos many hours in the day have been wasted on this game, with various people in the building turning into small green dinosaurs and others trying to create their own versions of the game with Gobstoppers and a slingshot. Needless to say, the ceiling on our floor still hasn't recovered. They even changed the Liverpool Cup final song into 'Bust-a-Move it's the Mean Machines groove'. The men in white coats were dispatched soon after.

EARLY LEARNING CENTRE?

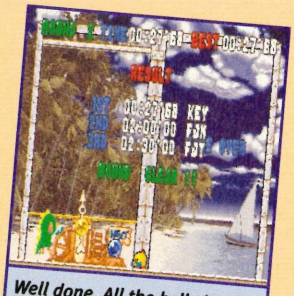
You are a games gibbon! Everyone takes the mick and you're confidence is taking a battering. You always lose 10-0 on Fifa Soccer, and you can't get past Level One of Loaded. What do you do? Buy this game, that's what. When you manage to lose in the Puzzle Option, you'll get the chance to play the stage again, but with the added bonus of having an aiming path. This will show exactly where you are going to shoot the ball, which means you'll never cock up again. Say hello born again gamer!



The bowling ball is a top thing to have as it goes right the way through anything, wiping any balls that come in its way.



You can shoot it straight up the screen, but to really make the most of this ball, it's best to deflect it off the walls.



Well done. All the balls have been dispatched and the level is complete. Not a balls-up in sight. Groan!

The player on the left is in serious trouble. Time to start soiling underwear and praying. Or you could start again.

THIS IS FOR YOU BLOCKHEAD!

There will inevitably be times when you will be completely beggered, and hanging on by a very small thread. For the benefit of these types of situations, the programmers have added various special globes. For instance, if you fire a blue ball at the star type globes, they'll make every blue sphere disappear. Others will turn into the colour that hits it, and others are solid blocks that won't disappear at all, until the blocks behind them are released.

BY: ACCLAIM OUT: SEPTEMBER PRICE: £44.99

RED HOT!

MEAN MACHINES PLAYSTATION BUY IT! BUY IT! BUY IT! BUY IT! BUY IT! BUY IT!

PUZZLE GAME STYLE-E!

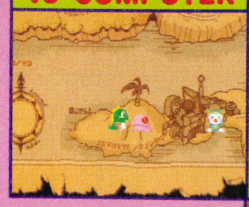
The toughest element when making a puzzle game, is to try and get variations on the game styles to make it a little more interesting than simply racking up the globes and making them disappear. Bust-a-Move's little twists seem to differ enough to make them just as super-playable...

Here we have the game select screen in all its exciting and colourful splendor. Super isn't it.

PUZZLE

This is where the computer lines up a series of preset patterns and you have to get rid of them all. The first few make it blatantly obvious where you're supposed to shoot, but the further you get the harder they get and the less time you have finish them all off.

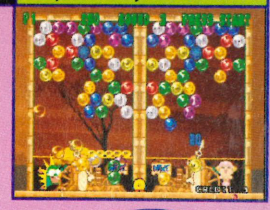
vs COMPUTER



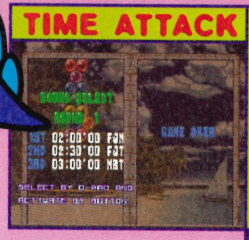
This is more of the story mode type of game, in which you walk from location to location, challenging the local inhabitants. In fact, it sounds a bit a typical night out for an Essex lad with his slip-on mocassins, not the life of the Bub and Bob the pre-history dinosaurs!

2 PLAYER

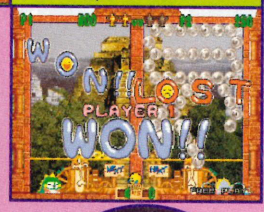
Major gameplay session guaranteed when you embark on a two player game of this. All those plans you had for the evening will be thrown out of the window and sleep will become just a hobby as Bust-a-Move frenzy grips the household. Tomorrow, THE WORLD!

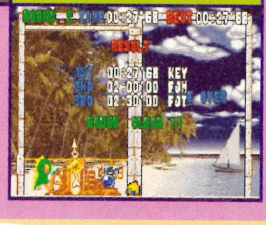


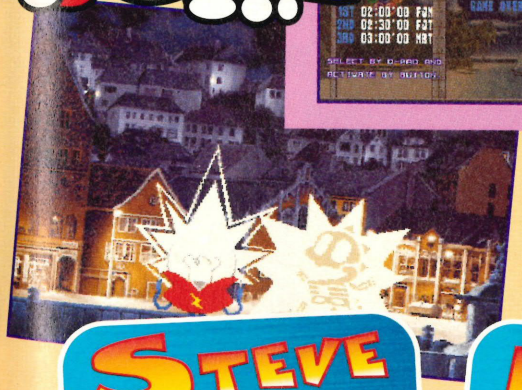
TIME ATTACK

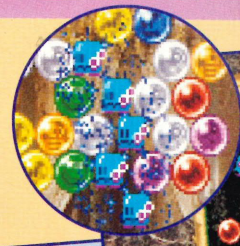


Similar to the puzzle game in playing manner, but the computer will record your times and store them so you can continually come back and try to beat them. This is also pretty nifty as you can smugly gloat to all your friends if you clear the screen in four seconds.





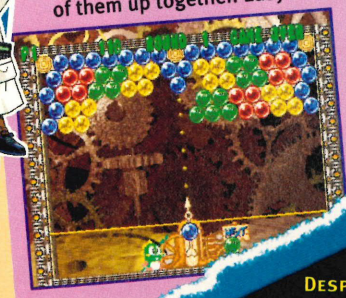


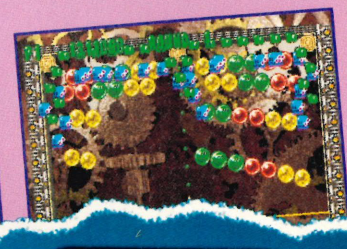


That's it! You have finished the puzzle and all the little ghosts have been freed forever and ever. Hurray!

PAY ATTENTION CHIMPS!

The aim of this game is simple. Really it is! You control Bub or Bob at the bottom of the screen. They hold some form of winch and pulley thing which the coloured globes appear from. Then all you have to do is move the arm left or right and project the globes skywards, matching them up with corresponding colours already at the top of the screen. That or you shoot balls up and match three of them up together. Easy.

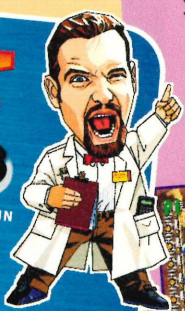




STEVE COMMENT

I CAN'T VOUCH FOR EVERYBODY ON THIS, BUT I KNOW I SPEAK FOR MORE THAN JUST THE ONE PERSON CONCERNING THE EXCELLENCE OF THIS PUZZLER. IT'S THE SHEER PLAYABILITY THAT DRAWS ME IN. IT'S SIMPLY FLIPPIN' ENJOYABLE TO PLAY. EVEN THOUGH IT DOESN'T TAKE AGES TO GET USED TO AND PICK UP, IT'LL TAKE A WHILE TO PERFECT YOUR ANGLES. AND IT MAY BE NOTHING GRAPHICALLY STUNNING, BUT WHO REALLY CARES WHEN A GAME CAN HOOK YOU TO THE EXTENT THIS DOES. BE PREPARED FOR SOME TIRED EYES AND NIGHTS SPENT DREAMING ABOUT BALLS!

MATT COMMENT



YES I KNOW IT DOESN'T LOOK LIKE MUCH IN THE PICTURES, BUT BELIEVE ME WHEN I TELL YOU THAT YOU WON'T FIND A MORE ADDICTIVE PUZZLE GAME ON THE PLAYSTATION. YOU'LL WASTE MANY HAPPY HOURS PLAYING, AND ONLY THEN FIND THE VARYING MODES OF PLAY TO MUCK AROUND WITH. TOP!

OVERALL

DESPITE NO REAL COMPETITION, THIS GAME PROVES ONCE AND FOR ALL THAT YOU DON'T NEED GRAPHICS TO HAVE A GOOD GAME. MAYBE A LITTLE SHALLOW AS A ONE PLAYER GAME, BUT IN MULTI-PLAYER MODE, IT'S UNBEATABLE!

84 SOUNDS

77 ANIMATION

81 GRAPHICS

92 PLAYABILITY

90

ALTERNATIVES

HEBEREKEE POPPOITO, AND ER, WHATEVER HAPPENED TO BUST-A-MOVE ONE?

SPECIAL

THE FOUR PAD-MEN OF THE APOCALYPSE!

WE HAVE TRAVELLED FAR! BRING FORTH YOUR JOYPADS FOR TESTING!

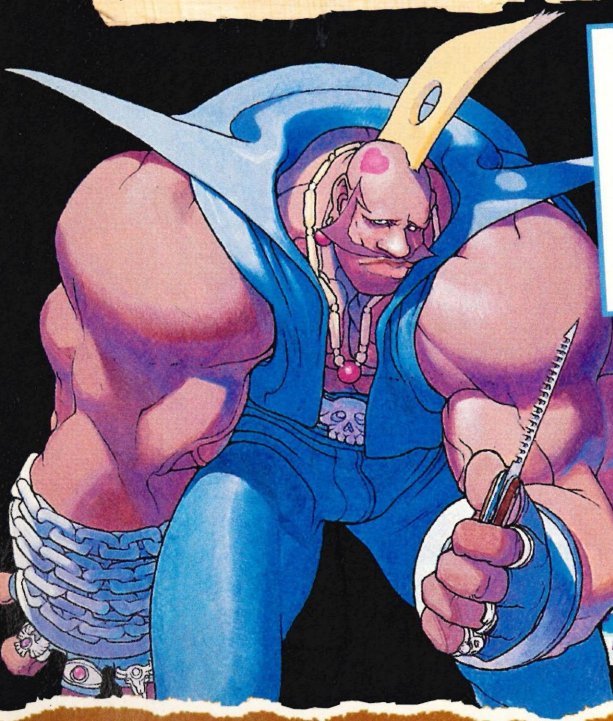
They came from the heavens above on a bold quest. Their aim — to find the best joypads available for their favourite PlayStation games!

THE ULTIMATE CHALLENGE...

The skies were ripped asunder as the mighty warriors came together for the ultimate challenge. Each armed with their chosen weapon, the pad-men would battle it out over a number of different games, finding and exploiting their own strengths and their opponents' weaknesses alike. First up was...

STREET FIGHTER ALPHA

This incredible fighting-fest is incredibly demanding pad-wise, calling for instant response, and a high-level of accuracy for all the circular movements involved when playing. Who will win...?



ASCIIWARE SPECIALIZED JOYSTICK

The enormous joystick represents power, hugeness, and is probably the only peripheral available that's bigger than the PlayStation itself!

WAR

"The joystick's a bit bulky — and not exactly cheap — but it does recreate the original arcade feel, and having all the buttons set in rows is very nice indeed. It would, however, have been better if the stick itself wasn't quite so 'light' feeling. Still, I'd like to thank you for the opportunity to play."

SCORE

"Though the Dpad itself doesn't feel quite as nice as the Asciipad's, the positioning of the six main buttons makes things extremely arcade-like. For some reason I wasn't always able to get the Super Moves working as easily as with the Dpads of the standard and Asciipad — and holding it isn't quite as easy. Have you got any sandwiches?"

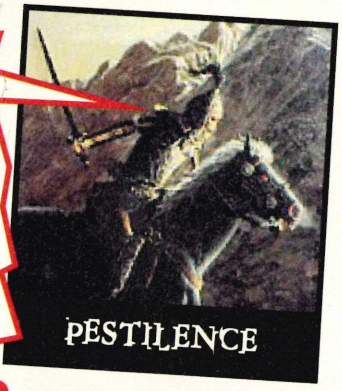
SCORE

FAMINE

2-WAY PAD

Satisfying those that lust after a joypad with all six buttons set in two rows, this tidy-looking, Saturn-like joypad is probably the one most favoured by purveyors of the beat-'em-up genre.

"The Asciipad is easily the best of the bunch, combining the excellence of the standard pad with the circular Dpad that will be instantly comfortable to any ex-Super NES or Megadrive pad users. By the way, don't eat those sausage rolls, I've touched them."



PESTILENCE

SCORE

ASCII PAD

Similar in design to the standard PlayStation pad, this pleasant, nay ergonomically gorgeous pad, has the addition of a tasty circular Dpad.

PLAYSTATION PAD

Going back to basics, the standard joypad represents the bare bones of PlayStation pad requirements.

DEATH

"Though the standard joypad hasn't got a circular Dpad (just the little triangle-things) once you get used to it, you're pretty much set for life - chortle!. You will, however, need to develop pretty tough thumb callouses. Fortunately, in my line of work, the bones tend to stick out and make an excellent substitute for hard flesh."

SCORE

SPECIAL

ALIEN TRILOGY

This excellent film licenced Doom clone calls for instant response and good button layout for all the side-stepping shenanigans and weapon manipulating japes!

"NOW I'M REALLY NOT VERY HAPPY ABOUT THIS. APART FROM THE BUTTONS BEING PRACTICALLY HIDDEN IN THE ACTUAL PAD, THE DPAD IS WELL-NASTY AND SEEMS TO KEEP VEERING OFF TO THE SIDES UNLESS YOUR THUMB IS EXACTLY OVER THE FORWARD DIRECTION (WHICH AIN'T EASY WITH THIS SHAPE, I CAN TELL YOU!) ANYONE WANT A FIGHT?"

WAR

SCORE

COMPETITION PRO PSII

A horrible-looking pad reminiscent of the Bat-Wing. The Dpad is a weird concave mould, and the buttons are set so far into the pad that contact is less than satisfying. The top buttons are also well dodgy.

COMPETITION PRO

Pretty much identical to the standard PlayStation joypad, this is a positive-feeling pad with an individual Turbo setting for all buttons.

FAMINE

"FAMISHED AS I AM, I MUST SAY I'M PRETTY PLEASED WITH THIS PAD. THOUGH HARDLY A MAJOR EVOLUTION FROM THE ORIGINAL 'STATION PAD, IT'S STRONG AND RESPONSIVE. ARE YOU SURE THERE'S NO BUFFET HERE?"

SCORE

"TO BE HONEST THIS IS NO BETTER OR WORSE THAN THE STANDARD PAD, BUT STILL DOES THE JOB AS WELL AS YOU'D WANT. THAT'S ABOUT IT REALLY."

SCORE

PESTILENCE

PS GAMEPAD 8

Similar to the standard Sony pad only a bit wider, the GamePad features a semi-auto-fire option.

CYCLONE

The Cyclone is the fattest joypad to date, offering Turbo settings and a 'floating' Dpad. Tres chunky, non?

DEATH

"HMM, A TAD CHUNKY FOR ME (MY CHITINOUS COATING MADE IT HARD TO HOLD, DON'T YOU KNOW) BUT OTHERWISE OKAY. NOTHING TO WRITE HOME ABOUT, AND CERTAINLY NO BETTER THAN THE STANDARD 'STATION PAD."

SCORE

THE PRICE YOU MUST PAY!

ASCIIWARE SPECIALIZED JOYSTICK
£49.99. All retail.

ASCII PAD
£24.99. All retail.

2-WAY PAD
£21.99. All retail.

PLAYSTATION PAD
£29.99. All retail.

COMPETITION PRO PS 11
£16.99. Power Play 01457 876705.

COMPETITION PRO PS 8
£19.99. Power Play 01457 876705.

PS GAMEPAD 8
£19.99. Spectra Video 0181 902 2211.

CYCLONE
£22.99. Euromax Electronics 01262 601006.

THIS IS THE END...

Watch out for more peripheral shenanigans and guest reviewers next month. In the meantime, why not drop us a line and let us know who you'd like to see hosting our add-on review pages?

PREVIEW

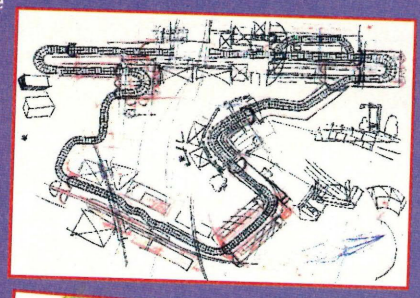
WipEout 2097

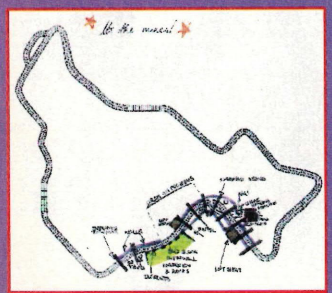
Easily one of the best PlayStation titles ever, WipEout wowed the entire gaming population on its first outing. Now it's time to meet the future — WipEout 2097!

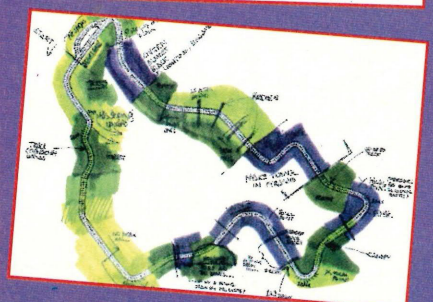
Probably the only thing in life better than a truly playable game, is a game that starts off pretty impossible to play and THEN becomes truly playable. Reckon I'm talking rubbish? Well think about it... what was your first game of Tekken like? Pretty good wasn't it — but nothing like the sort of games you were playing a month later, eh? And that was similarly the best thing about WipEout too — to start with you couldn't even come second from last let alone first, but after some real practice and sheer persistence you were floating around the track like a fish down a river. Only with guns and engines and stuff!

PENS AND PENCILS!

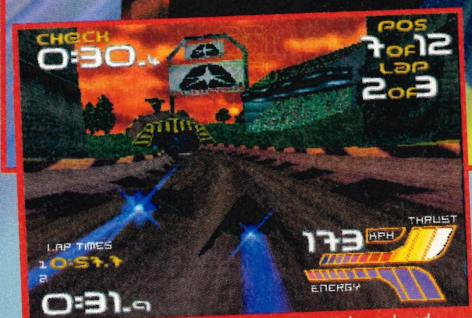
Each of the tracks found in WipEout 2097 started life as simple sketches on paper. The best eight (from an initial twenty track ideas) were then processed through a jolly clever bit of software that turned them into game tracks to be played on and tested. Fine tuning and tweaking then took place — along with the addition of much greater detail — and the next thing you know it'll be in the shops and in your bedroom. Hurrah!







From humble beginnings to the finest tracks yet seen in a PlayStation game. Clever stuff!



Jostling for position, you spot the tunnel up ahead and realise you only have a few seconds to get in front before someone has an accident! It's all jolly exciting and lots of fun to boot!

TOP OF THE CLASS!

While the original game did tend to throw you in at the deep end, WipEout 2097 has a more gradual learning curve, with three different classes to start with, and a fourth hidden class for the real experts to discover. The class defines both the difficulty of the track layout and the speed of the craft — although you can later return to the early tracks and attack them again at your new improved speed. There are also 'super craft' to be uncovered, adding that real competitive drive to the proceedings. Grrr!

Viewed from the first-person perspective, missiles flash off into the distance. Sexy stuff indeed!

MAKE MY DAY...

While the weapons in the original WipEout certainly did the job, they're absolute piffle compared to the new ordinance found in Wipeout 2097. Cop a load of this little lot...

MISSILE

Simple but brilliant, this heat-seeking missiles zips off into the distance, trashing the nearest leading craft — even if they're behind you!

ROCKET

Not a homing weapon this, but the rocket does at least fire three bolts off into the distance. It hurts and looks damn pretty an' all!

ELECTRO BOLT

Similar to the plasma weapon seen in the first Wipeout game, this is a homing bolt that cripples craft and slowly drains their shield energy.

THUNDERBOMB

A massive smart bomb that damages any enemy craft unfortunate enough to be within a certain radius around you.

QUAKE

The best-looking weapon in the game, the Quake sends a massive ripple along the track, distorting the track and whipping any craft in its way. Corkin'!

PLASMA BOLT

The Plasma Bolt is extremely powerful but difficult to target as it charges up for a few seconds before firing. It's also a non-homing weapon.

MINES

Just the same as in the original Wipeout game. Five mines are left in a trail behind you, buggering up any gits tailing you. Great for two-player games!

TURBO

Pretty obvious this one — collect it, fire it up, and shoot off into the distance at top speed. "So long suckers!"

AUTO-PILOT

A nice new invention that, once activated, takes control of your craft for five seconds; flying the perfect line. Very helpful for taking those tricky corners.

EMERGENCY E-PAK

With the advent of energy levels for craft in Wipeout 2097, collecting these little energy packs is essential for staying alive until you can reach a pit stop.

SHIELDS

Much more sexy-looking that before, these shields do however work in an identical way; protecting your craft for a limited period, but inhibiting weapons.

MINI-GUN

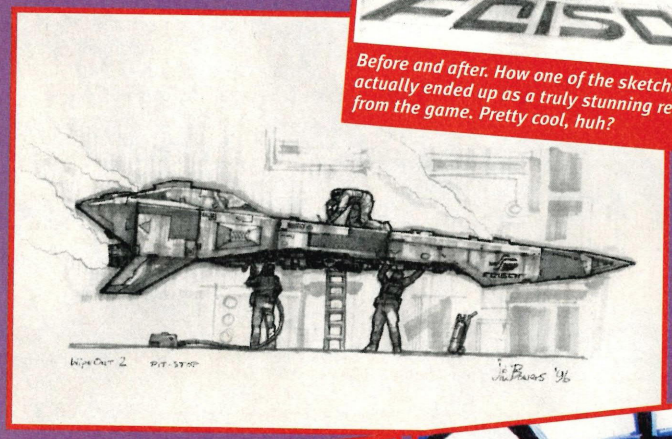
A late addition to the weaponry list, the mini-gun is a throw back to older days, with fifty rounds of automatic fire to plug at enemy drivers. Grrr!

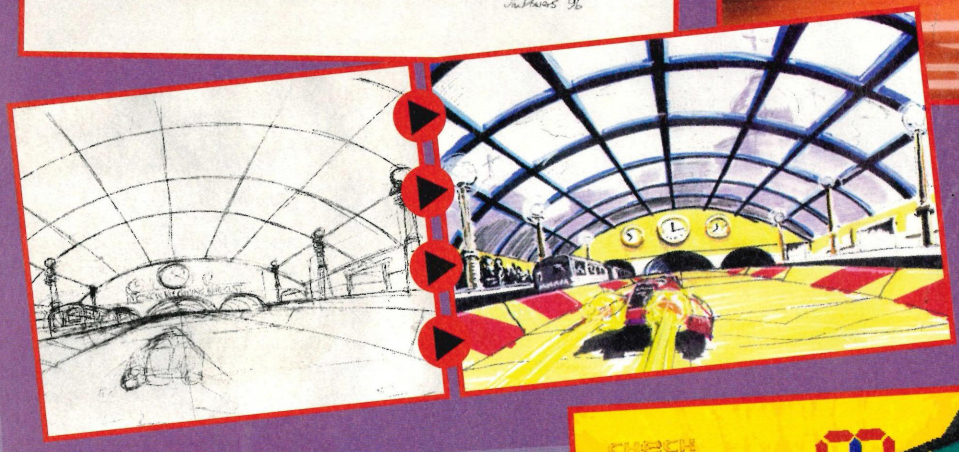
PREVIEW

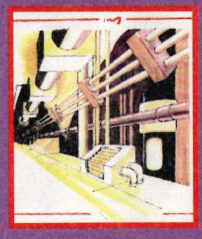
PICTURE PERFECT!

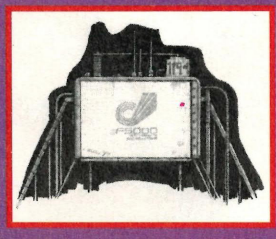
In the on-going quest for perfection, the development team behind Wipeout 2097 went (quite literally) back to the drawing board before committing anything to the programming team. As a result, we are now lucky enough to have all the preliminary sketches for every detail right from the craft design to the drivers outfits to the pitstops to the, er... gentlemen's lavatorial facilities. Or something.

Before and after. How one of the sketches actually ended up as a truly stunning render from the game. Pretty cool, huh?



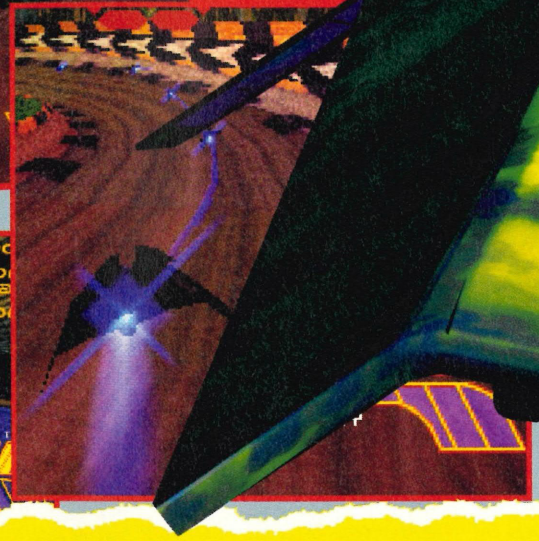




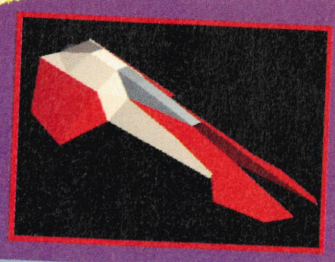


With each craft now having a finite energy level, collecting E-Paks and passing through pitstops (the yellow route on the left) now becomes an important part of your strategy.

The exhaust trails behind the craft are damn sexy and really add to the feeling of speed and motion. Get behind a crowd and enjoy the funky fireworks!



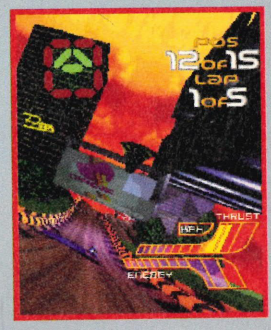
If you want to mix it up with the big boys on the harder tracks you'll need to complete a few perfect laps. Just like I have here...



SHIP SHAPE!

The ships in WipEout 2097 have had a complete redesign since the original game, and though these pictures are only crude models, you get the idea that they're pretty damn funky.

Similar to many other arcade racing games, WipEout 2097 sections the tracks with a number of checkpoints that need to be crossed before the time limit expires.

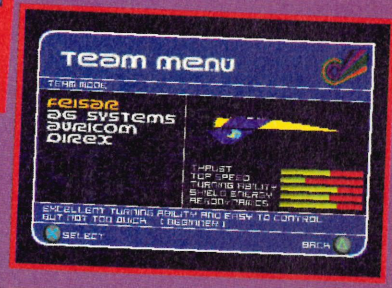


Though not all the pictures here have been finished, you can see that some of the newer tracks have gorgeous, texture-mapped, er... textures! Great.

Some of the backgrounds — like this roof — seem to have been designed just to increase the feeling of speed. We-eee! Hold on tight!

TRENDY-TASTIC TACTICS!

One of the major factors behind the identify and 'feel' of the original WipEout was the musical tracks supplied by known artists (such as Orbital and The Chemical Brothers), and the visual style of the famous Designers Republic. Both concepts have remained for WipEout 2097 with a number of well known artists already in the process of signing up music-wise, and DR being even more involved in this project than they were in the first — supplying not only the packaging and team logos, but also producing many of the option and selection screens within the game.



PREVIEW

Micro Machines V3

THE ORIGINAL SCALE MINIATURES

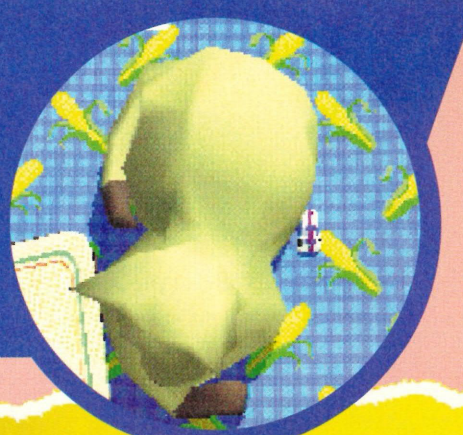
IS IT AN ANT? NO. IS IT A FLY? ER, NO. IS IT SMALLER THAN AN OOMPA-LOOMPA'S LITTLE TOE? WELL, YES IT IS ACTUALLY AND 'IT' IS MICRO MACHINES BACK TO ROCK US!

Being on the wrong side of tall can be the source of great embarrassment and lead to untold amounts of mickey taking and abuse. But not at Codemasters. In fact they are positively chuffed to be small, as it has made them lots and lots of cash and gained them a great deal of respect in the gaming fold. Micro Machines cleaned up on the 16bit systems, so it's no shock to see that the small brigade have hopped their way onto the more powerful systems. You may have already noticed – from glancing at our sexy screenshots – that MM3 has been given a completely new lick of style paint, featuring all-new free-dee graphics. And how lovely it looks too! Plus, the all important gameplay that made Micro so popular hasn't been thrown onto the gaming scrapheap. Keep a beady eye out for this one my brethren!

Now it's not everyday that you see a racing track marked out by AlphaBites style cereal.

WHAT'S NEW PUSSY CAT!

WARNING! Extreme game humour coming up. Scattered around most of the levels are animals of one form or another that act as further deterrents on your micro mission. However, when you run into the flea-bitten little quadrupeds they emit the same 'yelps' as they would in real life. Hit the cat, and it meows. Smash into the little dog and it will bark in a mutt type style. See, I told you it was funny! But, if you run over a waffle, will you get the 'Birdseye Waffle' song eh? You know the one we mean – Grill 'em, bake 'em, fry 'em, eat 'em!

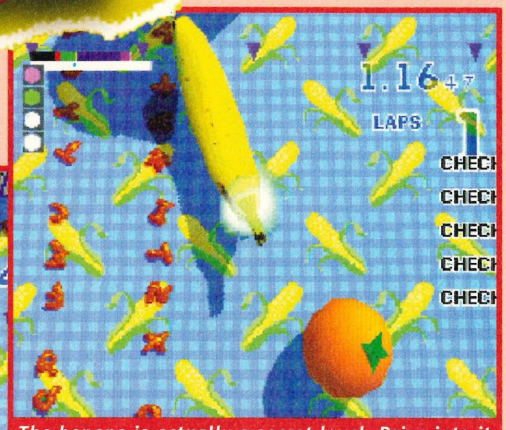


BY: CODEMASTERS OUT: SEPTEMBER PRICE:TBA

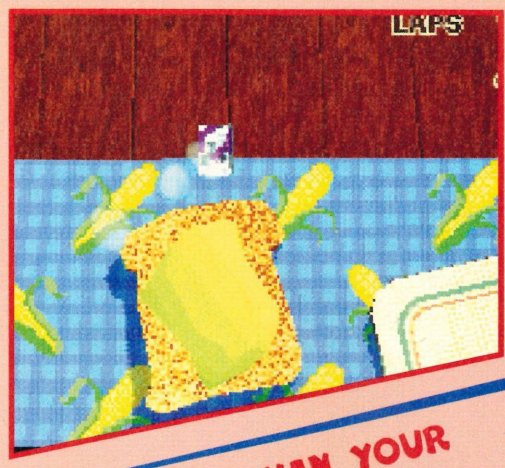
LET NATURE TAKE ITS COURSE!

One of the many cool things about the earlier Micro Machines incarnataions was the amount of tracks that were available to race around. As yet, in this version there are only six tracks, but these already show the immense potential of the game, as we are about to demonstrate...

PREVIEW



The banana is actually a secret level. Drive into it to be warped to the Tesco Fruit Aisle Level.



CHECK YOUR MIRROR! NOW DID YOU INDICATE!

Now Option screens aren't the most interesting things in the world and wouldn't normally warrant a mention from a mag, but MM3 deserves a special mention. Instead of wafting through reams and reams of stats that are about as useful as paintball with invisible ink, each option is a garage and your little car drives into them, complete with tooting horn, so you can fiddle about to your heart's content. Just trust us on this, it's a really cool idea. Honest!

MUCH, MUCH SMALLER THAN YOUR AVERAGE CAR!

What will they do next? You've just got yer head around nice, colourful scrolly 2D and then all of a sudden this 3D lark comes strolling around the corner and totally pans 2D's butt! Well taking a look at MM3's screenshots undoubtedly reveals that the 3D bully has struck again! When you're required to drive off the edge of the table (don't worry it's all part of the Kitchen and Toaster Levels) the camera view zooms right out making the car look even smaller, and allowing you to drive through chairs and around the blind-side of doggie baskets! Technology eh, not a bad bully really!

IT'S A GREAT BIG BALL OF CHEESE!

Cheese is not the most immediate thing that'd spring to mind when thinking of ramps. I mean, can you imagine Evil Knivevel – or whatever his name was – doing a fifty foot bike leap over five buses using a bit of four year old Stilton? But, Micro Machines, in all its wacky glory, uses cheese all the time. As well as letting you get up over ledges and over sticky bits, these milk-based snacks also act as short cuts, stopping you from exploding when you try to nick a few seconds.

Try eating yer brekkie off this flippin' tablecloth and you'll end up in the loo bringing it back up!

POP TARTS!

Micro Machines wouldn't be Micro Machines without the silly little – or should we say big – objects that attempt to hinder the progress of our beloved miniatures. And the Codies have come up with some real weird and wonderful pieces of household equipment for you to game around this time. For example, the Toaster Level involves you driving into said toaster and being hurled up into the air, smoking like a manky, burnt piece of stale toast. Coffee shop instead anyone? No, alright let's have another go on Micro Machines 3 then!

CLEAR UP THAT BLOODY MESS!

Now racing around table-tops and kitchen floors is all very well, but you'd expect more than just bottles and cups to get in your way. Enter the dreaded household food spillages. Everyday items of munch (or scran as our Lucy would call them) suddenly start to prove hazardous. Look out for blobs of syrup which slow you right down or puddles of manky milk which send you skidding about all over the shop. You have been warned readers, so don't fall foul of foodstuffs!

If you take the Weetees jump too quickly, you'll fly straight off the other side and blown up!

PREVIEW

Pandemo

Ah, so that's what all the funny web stuff is for then.

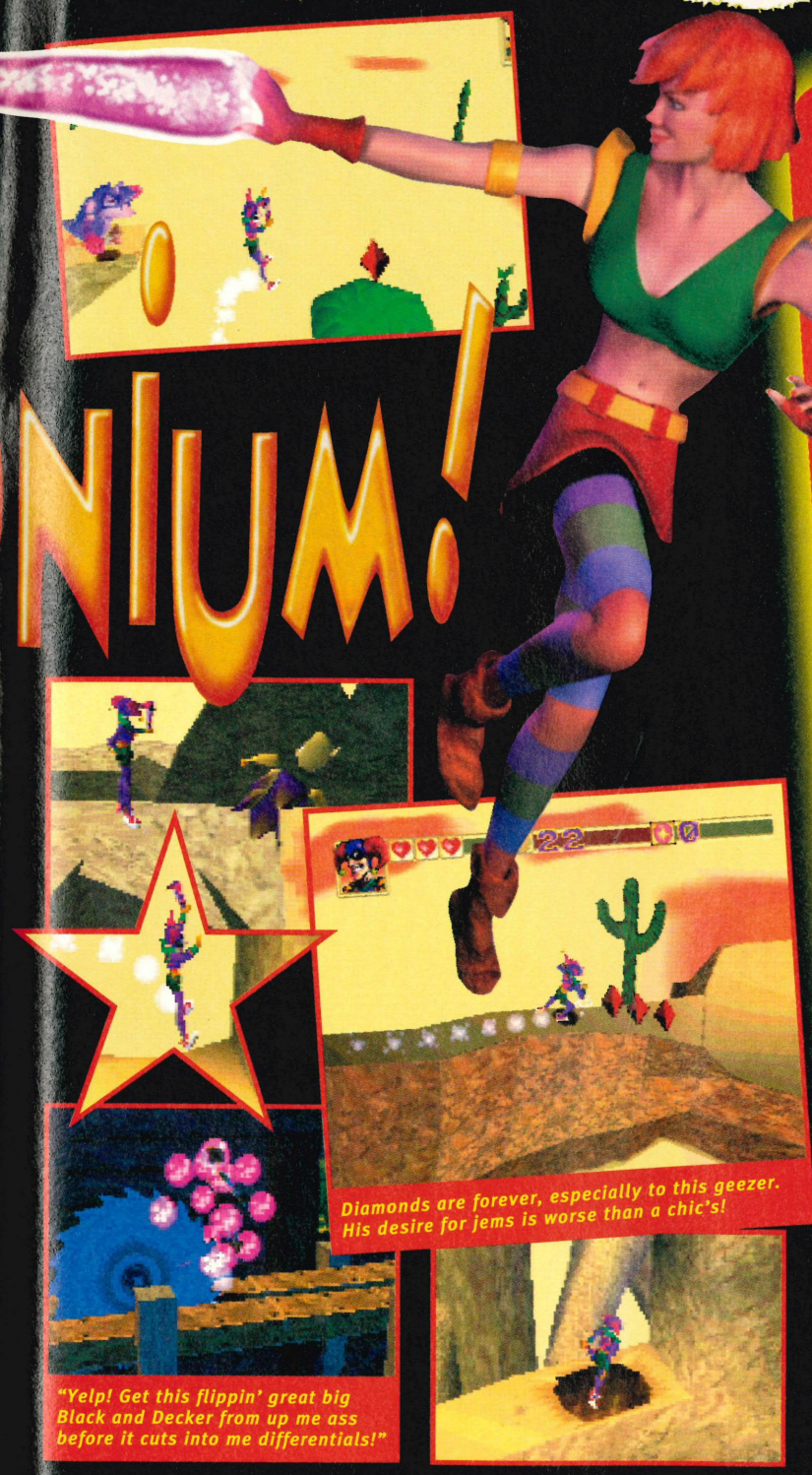
HENRY THE CRATE?

Would a platform game be the same without gratuitous power-ups and bonuses? No, of course not. Pandemonium tasks you to locate crates and jump on them until they smash, revealing to you the tasty bonuses you crave so much. Diamonds are the most common goodie, but also expect hearts – hmm, guess what they do. There are also stars which give you a long-range attack and sometimes even a nasty tucked away in a crate — just to give you that element of surprise.

PANDEMONIUM. NOUN. ABODE OF ALL DEMONS; (PLACE OF) LAWLESS VIOLENCE OR UPROAR; UTTER CONFUSION. SEE ALSO: THE OFFICE OF MEAN MACHINES PLAYSTATION AND OUR LUCY'S HOUSE ANY EARLIER THAN NINE IN THE MORNING!

Many software developers have tried to create games that are well, funny. Unfortunately, of those that have tried, the majority end up coming across like a poor man's Chuckle Brothers show.

Pandemonium differs from the majority of comedy point-and-click farces because it's a platformer. Yes, you read correctly – a flippin' platformer with gags! Rather surprisingly it stands a fair old chance of breaking the mould and actually being good! Read on for Bob Monkhouse off-the-cuff type fun...

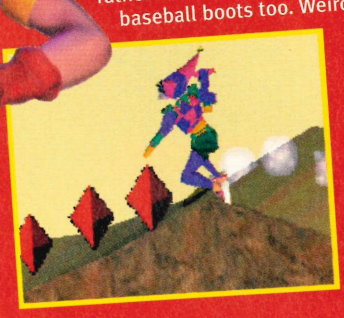


GIVE ME JESTER LITTLE MORE TIME...

Not many games contain a Jester as one of the principle characters. Intrigued? Well, to hell with it let's have a peek...

FARGUS

'Comedy-bells-on-the-end-of-his-hat' type fellow ahoy! Apparently, he's a slightly deranged jester who possesses some rather unusual acrobatic skills. And he wears a nice pair of baseball boots too. Weirdo!



NIKKI

She's friends with Fargus, but was originally a wizard's protégé. She's also skilled in acrobatics, has quick reflexes and a mile a minute personality. Whatever that might be? Bizarre.

SID

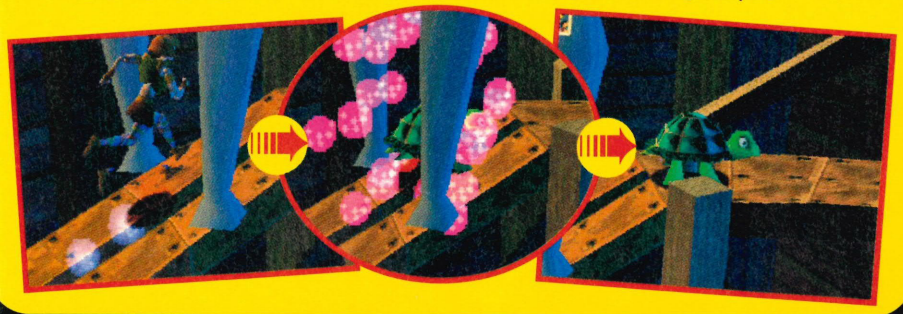
Sid's the Jester's stick (yes, you did read correctly!) but this stick has a head and can talk. It – and I say 'it' 'cause it's a bloody twig and quite tricky to assign a gender to – likes fire and pyrotechnic explosions. Right!

Diamonds are forever, especially to this geezer. His desire for jems is worse than a chic's!

"Yelp! Get this flippin' great big Black and Decker from up me ass before it cuts into me differentials!"

TURTLE POWER!

As well as the standard three characters, there are opportunities throughout the game to morph into other creatures that hang around this odd world. So, if you're the mobile-home type, the Kevlar turtle may be your kettle of, er... shells? Other novel creatures include a bulldozing rhino and a high-jumping frog, but unfortunately they haven't been put into the game yet!



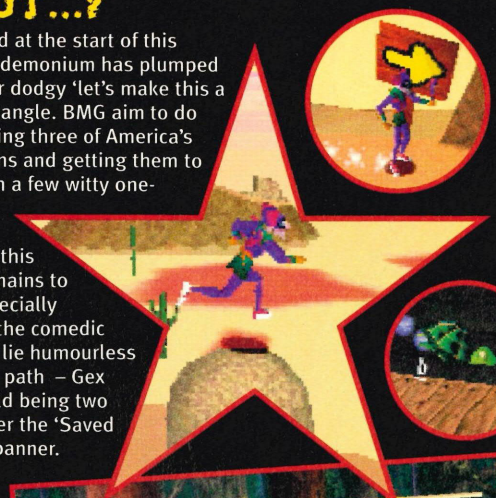
CHEESE ROLL WITH IT?

Leaping tall buildings in a single bound is unfortunately something none of us can do. So to help in that department, the game throws up nifty little ways of aiding you. By stumbling across the rolling hedgehogs, and letting them hit you, you will be catapulted across those naughty looming chasms with relative ease. Der... fanks very, very, much, Mr. Hog.

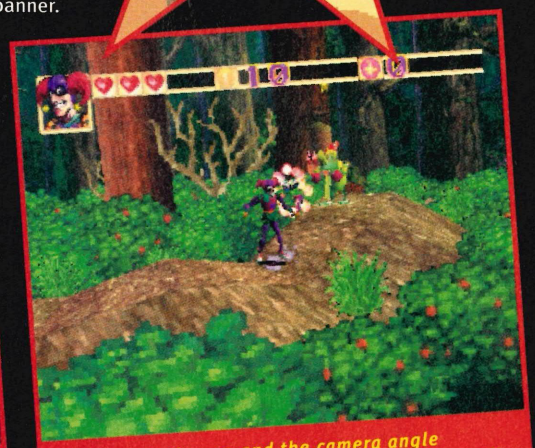
PREVIEW

HAVE YOU HEARD THE ONE ABOUT...?

As mentioned at the start of this preview, Pandemonium has plumped for the rather dodgy 'let's make this a funny game' angle. BMG aim to do this is by hiring three of America's top comedians and getting them to come up with a few witty one-liners to spice things up. Whether this will work remains to be seen, especially considering the comedic corpses that lie humourless on the funny path – Gex and Discworld being two that fall under the 'Saved by the Bell' banner.



Check out the pseudo 3D depth as Fargus steams over this wooden bridge...



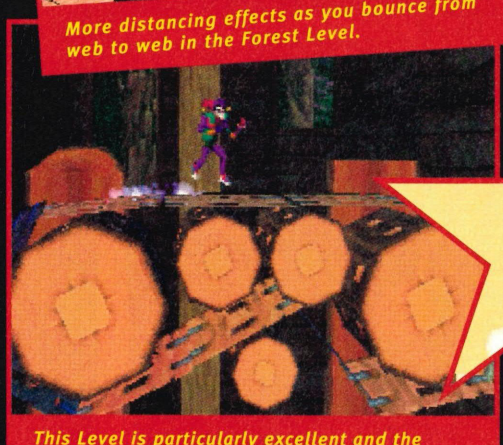
...A little further on and the camera angle swivels giving the game even more depth. Cool!

WELCOME TO SHOOTING STARS!

Apart from jumping onto the heads of your unsuspecting opponents, picks-ups in the game allow you to vastly increase the size of your arsenal. Collect the gold stars and you'll be given three different fireball-type attacks to utilise. These have the advantage of a firing over a long-range and cause rather hefty amounts of damage.

More distancing effects as you bounce from web to web in the Forest Level.

Be careful not to get too carried away with the lovely 3D. You might get yer bum spiked!



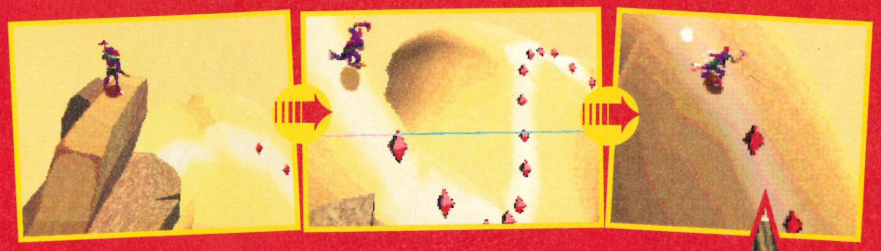
This Level is particularly excellent and the screenshot just doesn't do the real thing justice!

Same Level again, but as with most of the play areas, the perspective's changed angle.

Yuk! A big, nasty, hairy spider with eight nasty legs! His sole intention is to end your little waltz through the woods.

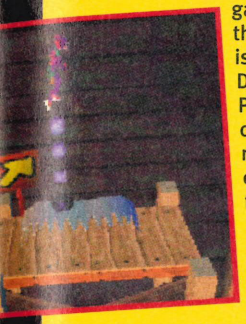
RUNNING DOWN THAT HILL...

One of the biggest selling points for Pandemonium is it's speed. Before the days of Sonic, fast games were a novelty nobody had tried. In that respect this game is a sort of first, in that no-one has tried to make such a graphically sophisticated title run so quickly. The results at this stage are evident for all to see, including some twisting sections with a combination of views that appear to blend together very nicely indeed.



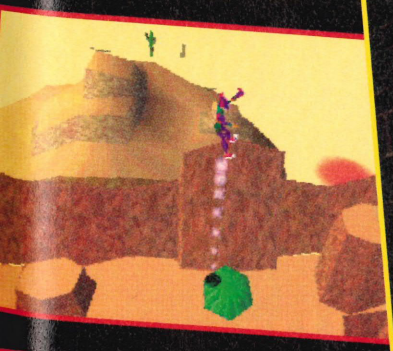
3D OR NOT 3D?

Blimey, aren't there a right load of 3D platform games about to hit the shops at the mo'. While Pandemonium isn't exactly true 3D, Crystal Dynamics, who are coding Pandemonium for BMG, have created some brill' effects that really give the feel of a 3D environment using free-floating camera angles. These add tons of depth and a really dynamic sensation to play; giving Pandemonium that extra touch of class.



Pandemonium makes the most of yer PlayStation with some neat effects.

Method no.351 in the book of '1000 Ways to Crack a Turtle's Shell'.



This particular worrying episode in Pandemonium features a dancing bird!

D'YA-THINK-HE-SAURUS?

If you happen to come across the sleeping dino in the game, a word of advice – don't disturb it! Reason being that you don't want the hassle of the scaled one chasing you through the level. Honestly, you really don't want a flippin' great lizard thingy following you around putting you off your jumps and spins! "Down I say!"

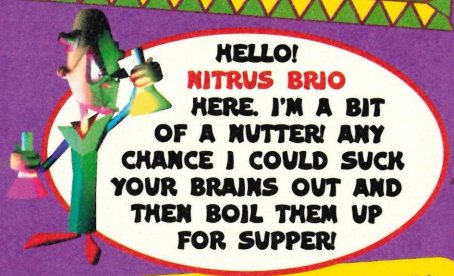
PREVIEW

IT STRIKES ME THAT IT'S ABOUT TIME THE PLAYSTATION HAD A PLATFORM HERO TO CALL ITS VERY OWN. ENTER STAGE RIGHT, SONY'S LATEST LOVABLE CREATION —

CRASH BANDICOOT

Nintendo have had Mario since I don't know when, Sega have had Sonic since before the dawn of time... and the PlayStation? Er... Rayman? Naw, I don't think so! Well forget those we-haven't-got-a-decent-character-to-flog-our-machine blues, because Sony have just unveiled their very, very own brand-endorsing creation — and he doesn't look too shabby at all!

Our hero, Crash Bandicoot, jumps and spins his way through tons of gorgeous looking 2D and 3D levels in Sony's new game. And why? Well he's desperately searching for his kidnapped girlfriend — Tawna — who's next in line to be experimented on by the demented super-genius, Dr. Neo Cortex. Using his Cortex Vortex device, this evil megalomaniac is hell-bent on mutating the whole species and turning them into his very own personal army. Only the bravest of bandicoots can help sort this mess out. Go get 'em Crash!



TRAVEL TO THE FOUR CORNERS OF THE GLOBE!

As is now traditional with any vaguely platform-like game, you must work your way around the various worlds — with your progress represented on these attractive maps. Very nice it is too!

WHICH DOCTOR! AKU AKU!

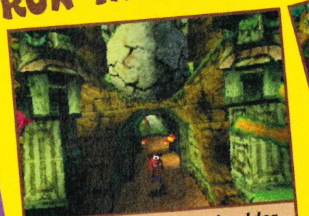
Aku Aku is a mystic witch doctor, and Crash's only friend in this cruel world. Find him and he'll take damage for you and even act as a weapon of sorts.

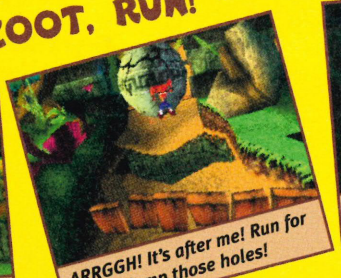
If you see a box with Aku Aku's face on...

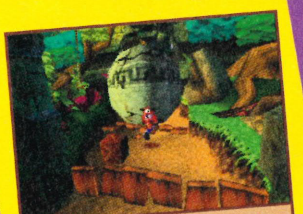
...crash into it and release his power.

He'll then float along-side you, protecting you from harm!

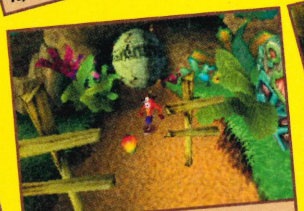
RUN INDIANA COOT, RUN!


What's that enormous boulder doing up there? Hmm...

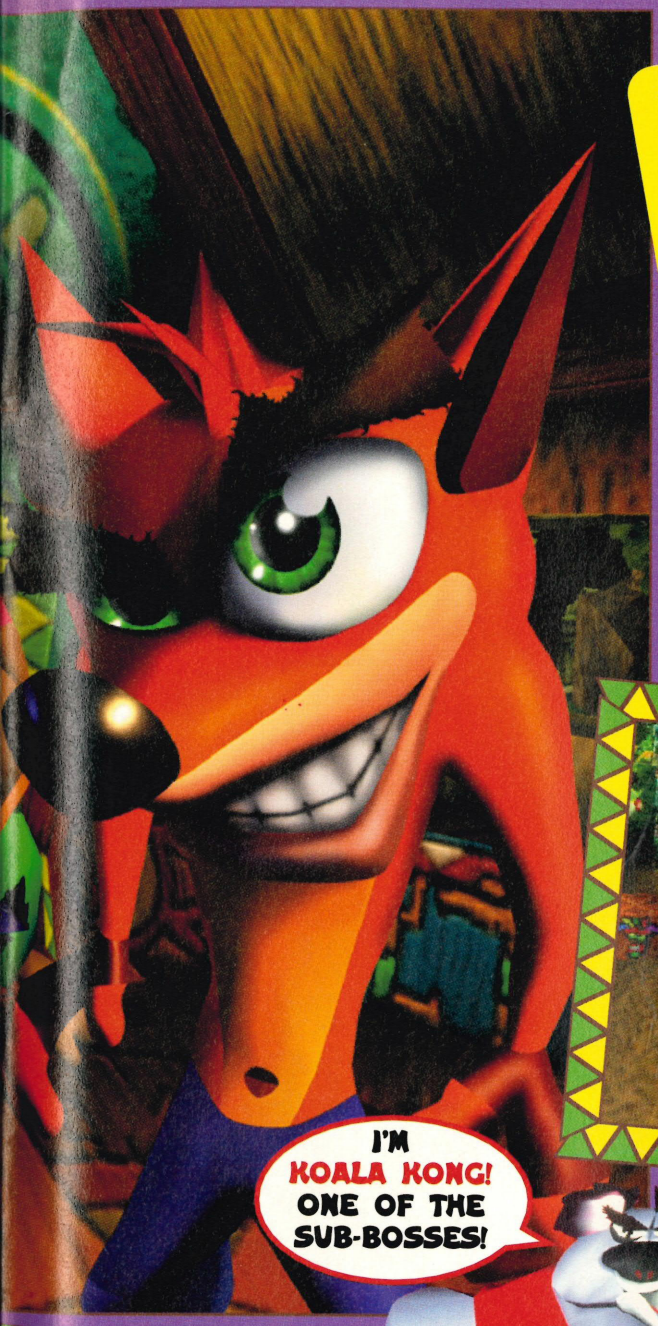

ARRGGH! It's after me! Run for it, and jump those holes!


Don't trip or it'll squash you! Something you DO NOT want!

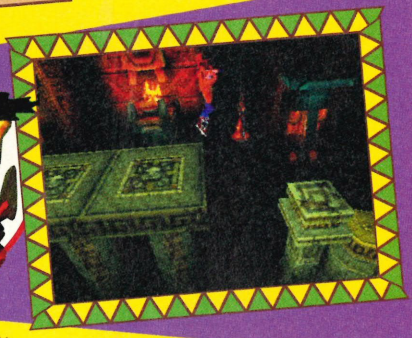
Time your jumps over these pillars or you're dead meat!


Keep your cool and avoid the many obstacles in the way.

Phew! Jump on the teleport and get the hell outta' here!



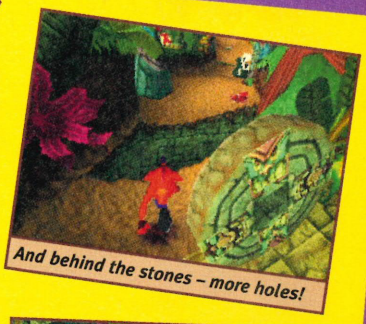
I'M DR. NEO CORTEXT, TWISTED & EVIL GENIUS! ANY CHANCE I COULD MUTATE YOUR CAT?

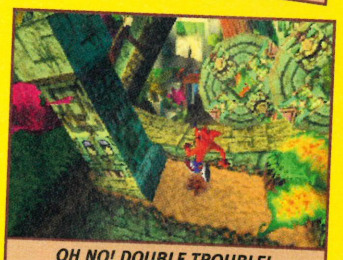


JUNGLE ROLLERS!

It may look damn funky, but any seasoned platformer should be able to negotiate the various hazards.

Rolling stones ahoy! Time your jump very carefully or be squished!


And behind the stones – more holes!


OH NO! DOUBLE TROUBLE!

I'M KOALA KONG! ONE OF THE SUB-BOSSES!

JAWS OF DARKNESS...

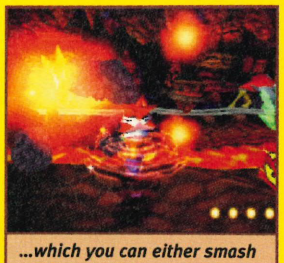
Snakes guard the scariest of leaps. Double jeopardy!

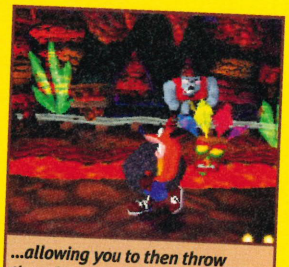
Sit on the platform and wait until the nasty fire goes out.

A deadly bottomless pit awaits below these rotating pillars!

BEWARE KOALA KONG!

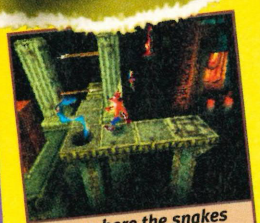
Koala Kong likes to throw rocks at you...


...which you can either smash with a spin or jump over...


...allowing you to then throw them back at him. Take that fatso!

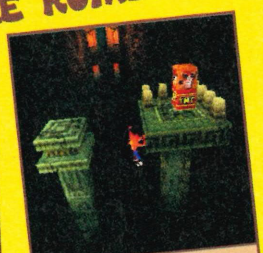
PREVIEW

THE TEMPLE RUINS!



Even up here the snakes are still guarding the boxes! DAMN!

2D becomes 3D as you jump off INTO the screen. Mind the spikes!



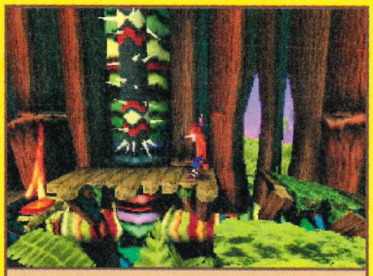
NO! It's time for that big Bandicoot hole in the sky!

NATIVE FORTRESS!

Smash into the boxes to reveal the many bonuses within. Then it's time to JUMP!

PAPU PAPU!

Not a true Cortex henchmen, the native chieftain will however do his best to squash you should you disturb his sleep. He's also a bit partial to chips and chocolate!



Watch out for dropping spikes and those hideous flaming platforms. Youch!

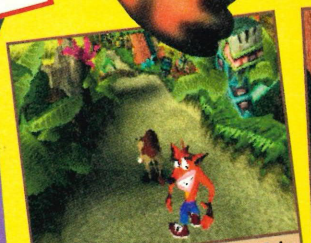
He's big, he's fat — with a flower in his lap! Papu Papu!

Avoid his stick as he spins around!

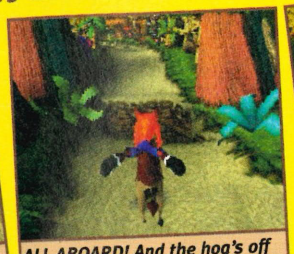
Jump on his head a few times and he's down for the count! FATTY!

You need to spin these platforms round before you can stand on them.

LET'S GO HOG WILD!



Crash has a mischievous look in his eye. Leave that pig alone!



ALL ABOARD! And the hog's off like a rocket! JUMP!

You DO NOT want to steer your pig into these!

HI! I'M RIPPER ROO AND WHILE I APPEAR TO BE PRETTY MAD, GIVEN HALF A CHANCE I'LL RUIN YOUR PLATFORMING JAPPERY!

WELCOME TO THE SUNSET VISTA!

Go back for the apples or struggle past the sliding walls? Oo-er. Decisions decisions...

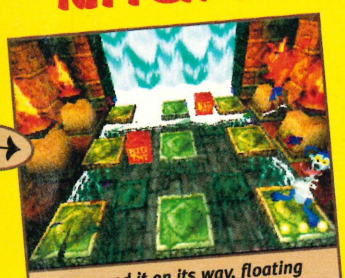
The bats are deadly, so hide in an anti-chamber until they're gone.

These slabs move in and out, threatening to push you off the edge!

This crazy fella's Ripper Roo — an end-world-baddie, and pretty damn bonkers!

RIPPER ROO!

A nice little sub-game this, hit the TNT to set it a'ticking...

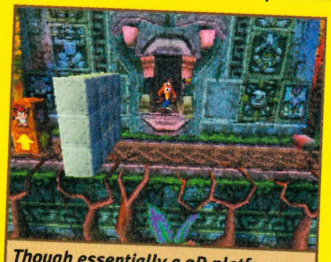


...then send it on its way, floating down-stream to blow up Roo!

PHWOAR!

SO JUST WHERE IS THE LOST CITY!

I dunno! But I do know that, er... it's like a city, right, only, er... it's like lost — you know! Still, why not ignore these pictures and check out the babe on the right! Grrrr!



Though essentially a 2D platform section, each level still has depth.

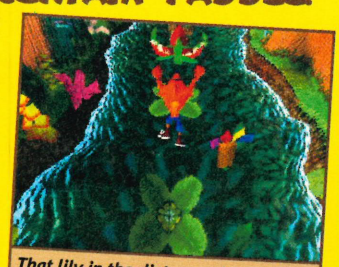
Hide from the nasty, vicious bats in these handy trenches. Heads down!

If timed correctly, I can avoid the shifting wall and get the apples!

UP A CERTAIN CREEK, WITHOUT A CERTAIN PADDLE!

The 3D water levels require jumping from moving lilies to logs.

Don't go jumping waterfalls. Unless they look this pretty of course!

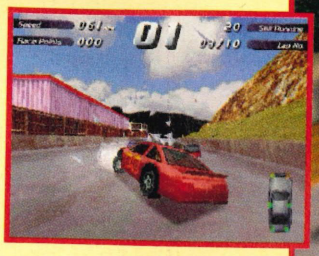


That lily in the distance shouldn't be lingered on — it's man-eating!

PREVIEW

Destruction derby 2

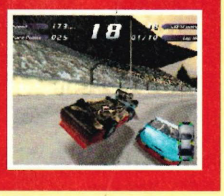
Very soon you're going to get the chance to smash up cars and drive well over the limit without worrying about which jail cell you might end up in because Destruction Derby's just about to wheel-spin its way into sequel-dom!

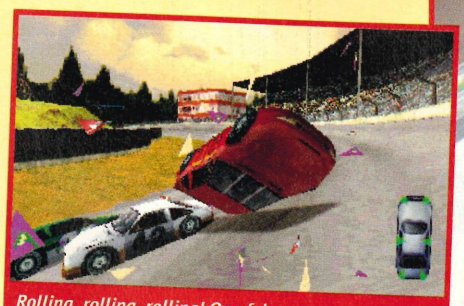


For those of you who've ever witnessed Banger Racing in the flesh, you'll be aware of the object, if you can call it one, of this er, sport. For those who don't, let me explain: You unscrew the top of yer bonce, put your brain in the fridge and then tank around a racetrack in an old knacker battling against a load of other nutters. Sure there's alot of skill involved in finding the optimum racing-line or carefully negotiating your way through the tightest of gaps, but it's just stacks more fun to smash someone up the backside in your souped-up jalopy while laughing maniacally at them. Psygnosis tweaked this approach to er, 'driving' when they rolled-out the original Destruction Derby – one of the best-selling PlayStation titles to date. However, the sequel looks rather cool and stands a strong chance of leaving its rusty older brother spluttering at the lights...

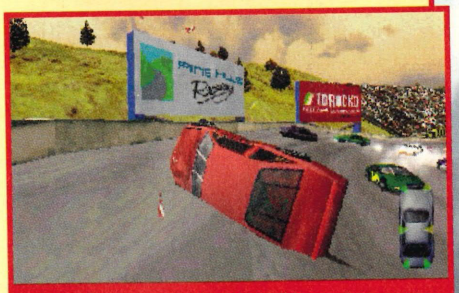
YOU GOTTA ROLL WITH IT!

One of the criticisms of the original DD was that even though the game was called Destruction Derby, the amount of actual Destruction you could do was limited during certain races. But now, you want damage? You got it! Crashing the car now becomes an all too frequent occurrence, often resulting in your car flying off down the tarmac before turning turtle and performing roll after roll. Honestly it's like a scene from the A-Team!

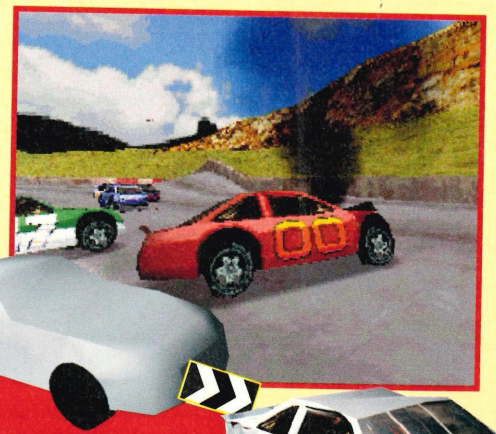


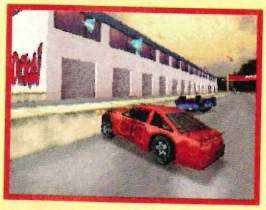


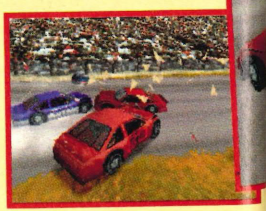
Rolling, rolling, rolling! One false move or wrong turn and you'll soon be eating tarmac in a big way!

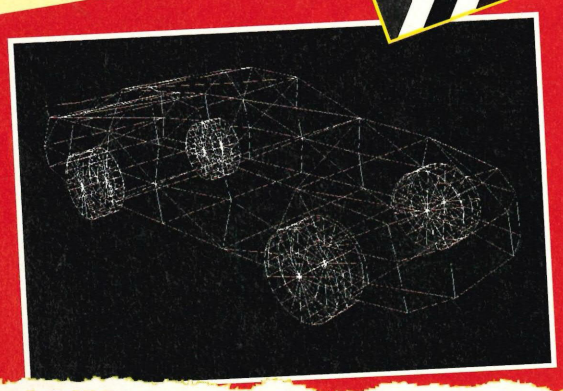


Blimey! There's enough rolls in this game to open a greasy spoon cafe along the M25 orbital motorway!



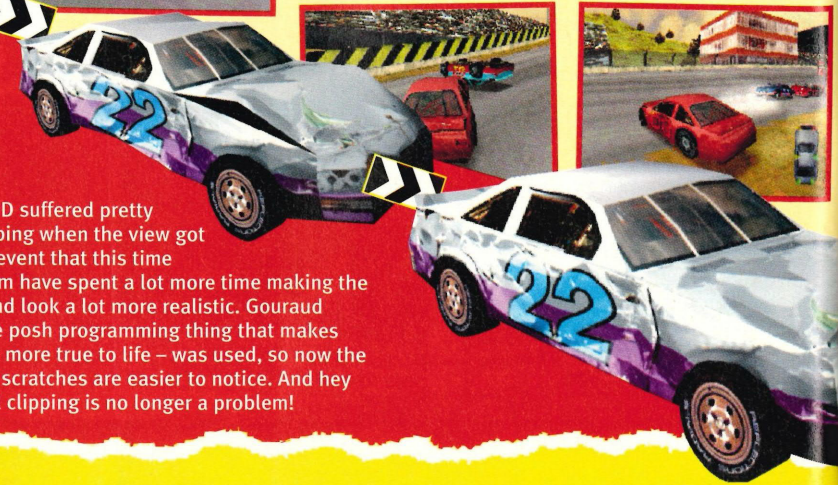






A CAR WAS BORN!

The cars from DD suffered pretty badly from clipping when the view got too close. To prevent that this time around, the team have spent a lot more time making the cars detailed and look a lot more realistic. Gouraud Shading – some posh programming thing that makes everything look more true to life – was used, so now the cars' dents and scratches are easier to notice. And hey presto, that evil clipping is no longer a problem!



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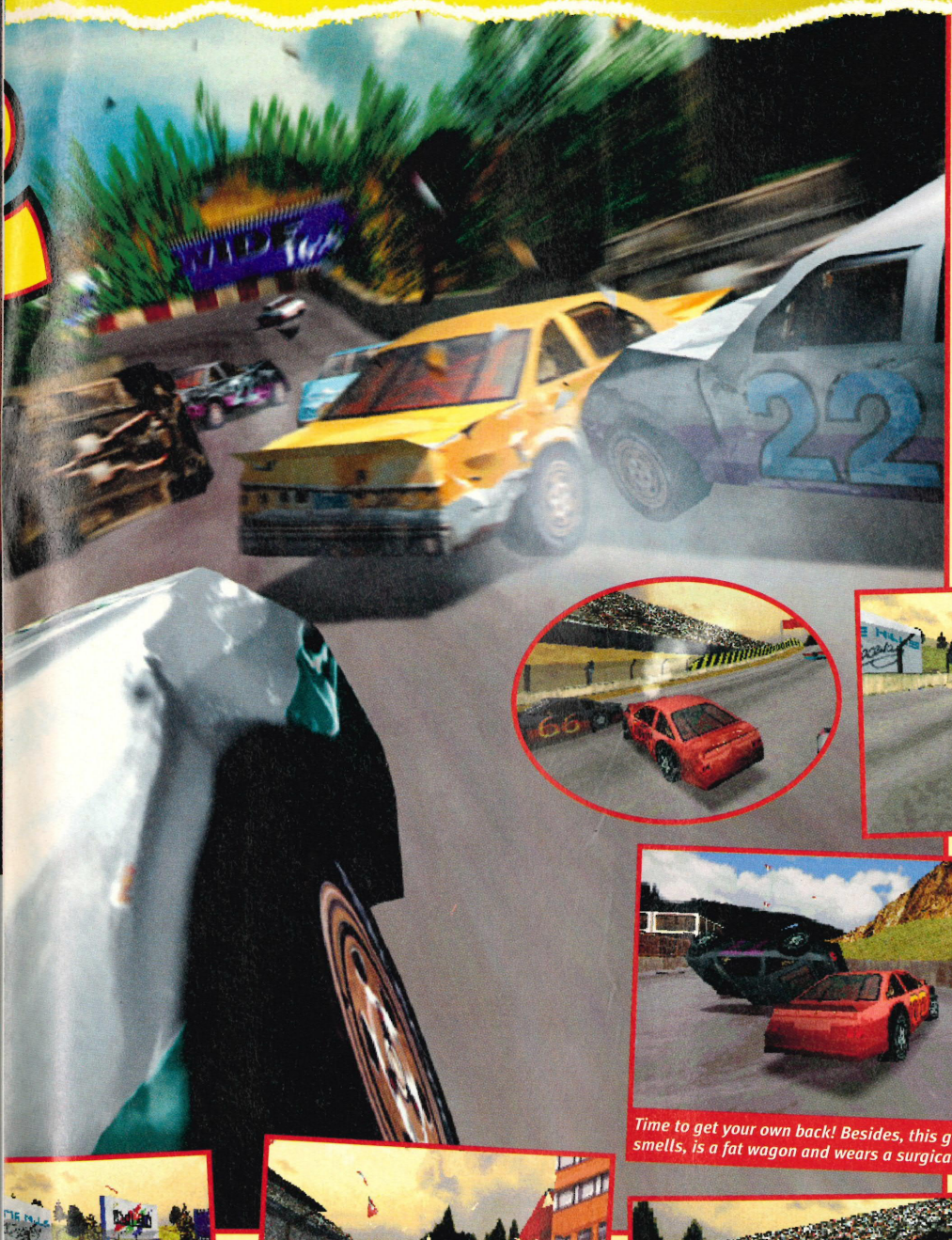
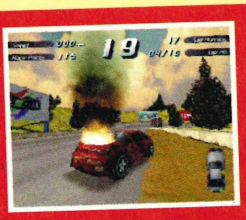
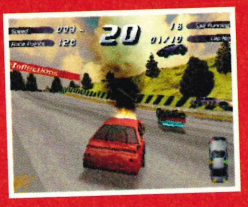
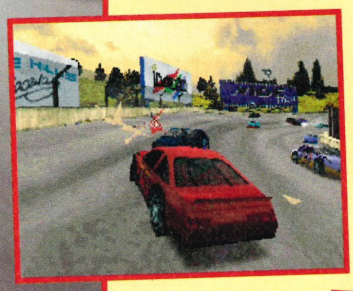


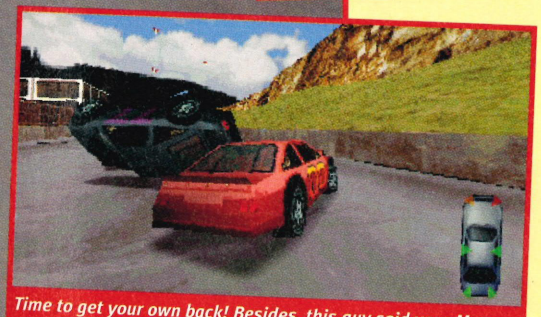
I AM THE GOD OF HELL-FIRE!



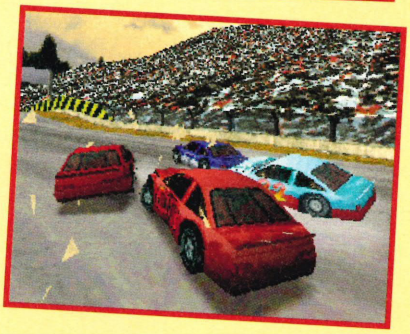


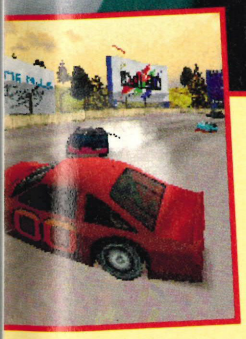
In the bottom right-hand side of the screen is a small version of your car. This is probably your most important piece of kit as it dictates your damage level. Coloured triangles situated around parts of the car show how 'healthy' your motor is. When they show green, you've nothing to worry about, so get pranging! Yellow is minor damage and red means hefty dents ahoy! However, if it goes black, then you may as well kiss the race goodbye, because your motor's beyond repair and likely to blow-up at any moment. Ta-ta road warrior!

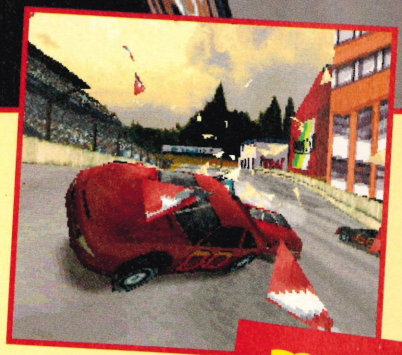


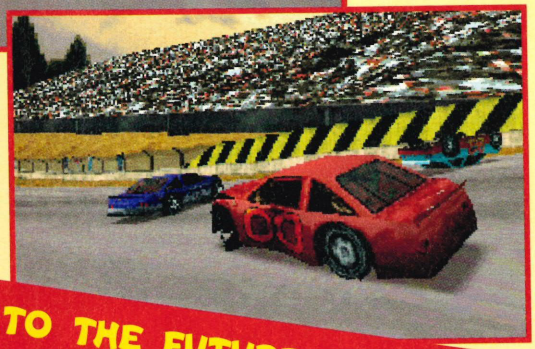


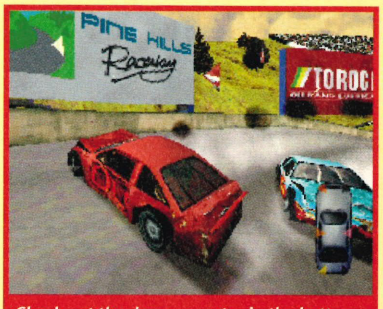
Time to get your own back! Besides, this guy said your Mum smells, is a fat wagon and wears a surgical truss! Maybe.







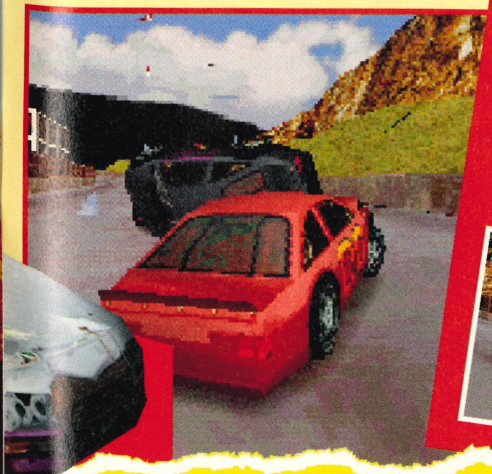


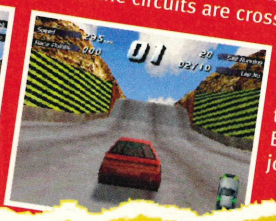


Check out the damage meter in the bottom-right. Even though that is one seriously manked car, it's more reliable than a Skoda.

TRACK TO THE FUTURE!

Overtaking in Destruction Derby was not exactly easy because of the tightness of all of the tracks – a complaint that the developers have obviously taken notice of. For take two, the courses are all being constructed much wider, meaning that there's plenty more room on the road to recover from skids and rolls. And, most importantly, enough room to overtake at least TWO cars. The tracks also contain loads of bumps, dips, jumps and hills to make life even trickier. Other features included in the circuits are crossroads and nasty chicanes that are tighter than Big Daddy's jockstrap!

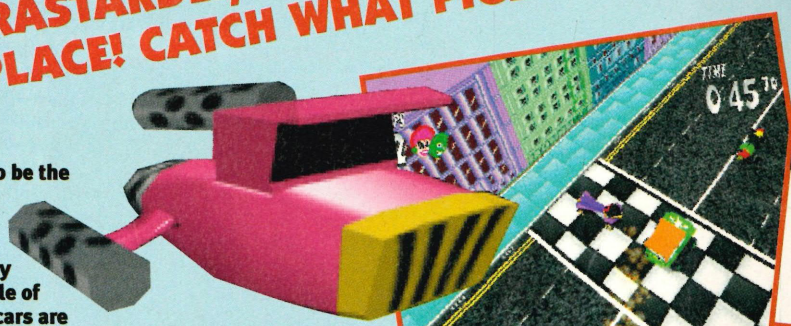


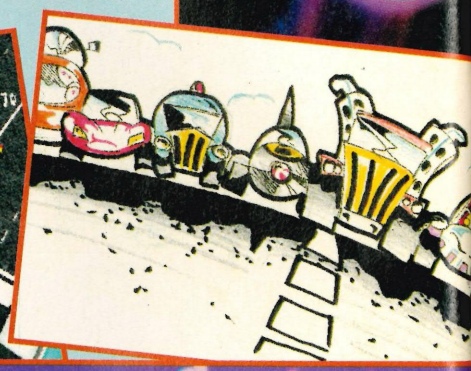


PREVIEW

SUPERSONIC RACERS

HAVE YOU EVER DREAMED OF RECREATING YOUR OWN VERSION OF WACKY RACES? WELL WITH THE ARRIVAL OF SUPERSONIC RACERS YOU'LL BE 'SAFFING-RAFFING-BAFFING-RIK-RASTARDLY,' MUTLEY STYLE ALL OVER THE PLACE! CATCH WHAT PIGEON?





Getting your first motor has to be the crowning glory of male youth. A chaps first 'babe magnet' is indeed an escape into patures fresh, it's just such a pity that your first car is always such a pile of old crap! More than likely she – 'cos cars are female – will be coated from boot to bonnet in rust, one of the windows won't work and the radio refuses pick up anything except Melody FM or the Shipping Forecast. Then, when it comes to piling all of your mates in it for a spin, the sheer weight prevents your hotrod from getting above 10mph. And, in a final effort to save face with your chums by giving the sucker some gas, two grannies on a zimmer frame – one riding shotgun – overtake you! Ah, the joys of motoring! Tell you what, forget the motor just buy a PlayStation and a copy of Supersonic Racers and you're sorted!

THEY'RE CRAZY MAN!

If you think of the most frequently used game characters, the chances they'll make an appearance in Supersonic Racers. The flash git driver, the evil Doctor, the foxy lady or the homocidal maniac – well all bar the nutter, but you get the picture. Well, if it ain't broke, don't fix it as they say...

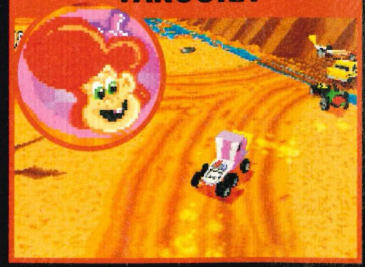
JOHNNY

Here's Johnny! This flash, chinless git loves himself just more than a dog likes licking his er, tail. His Drag Racing car is quick, but really skids about all over the shop.

SLOTH AND MARTHA

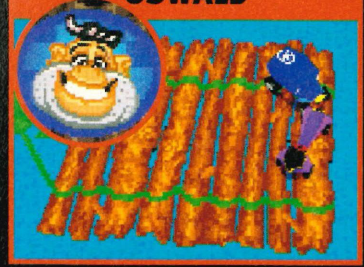
The evil mistress and her alien sidekick, with the hunched back. Hmm, it's certainly original. Their Cruella DeVille style mobile is quick off the mark, but not that fast top end.

VAROUKA



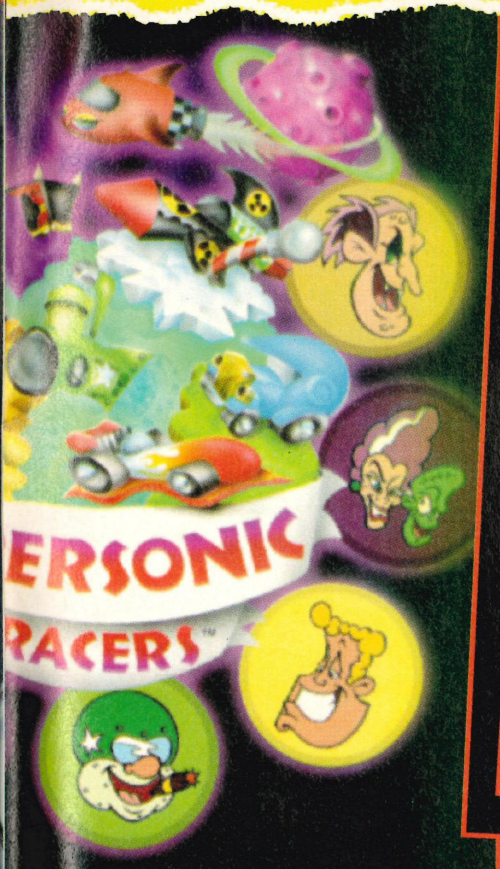
Don't be fooled by her childlike appearance, this gal drives a blinkin' great truck! It has one of the fastest top speeds and has good handling to boot. Top stuff all round!

OSWALD



Looks like an escaped criminal due to the fact he's coated in stubble and wears prison clothes. His van, has a very police style-e to it, has slow acceleration and has a low top speed. Crap eh?

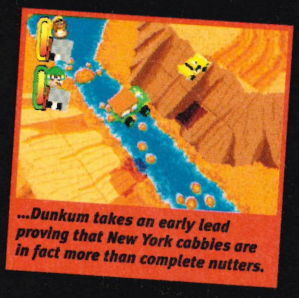
BY: MINDSCAPE OUT: SEPTEMBER PRICE: TBA



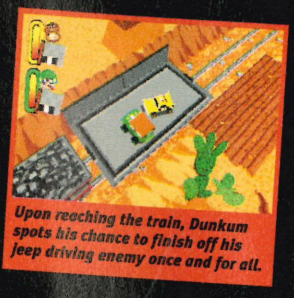
ARMCHAIR ROAD RAGE!

Playing on your own is fine for a while, but before you end up going blind we recommend that you get a batch of mates – if you have any – and sample SR in multi-player mode. With up to eight human competitors taking part, it'll be high jinks and devious underhand tactics as you 'accidentally' knock your best mate into the caverns below. Ha-ha!

You join us here at the Grand Prix de Sahara Desert with Nukum and Dunkum on the starting grid...



...Dunkum takes an early lead proving that New York cabbies are in fact more than complete nutters.

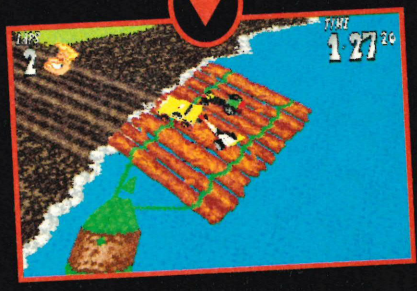


Upon reaching the train, Dunkum spots his chance to finish off his jeep driving enemy once and for all.

HA-HA-HA-HA! Cop some of that you maniac. That was for Full Metal Jacket and Private Benjamin!

THREE COME ALONG AT ONCE!

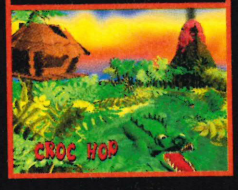
Now usually the point of racing games is to race, and erm, be quick. In Supersonic Racers however, expect something a little different. A couple of the levels require you to actually wait for a 'carrier' to come and transport you to another part of the track. The good thing is that you can still drive about on these platforms and knock off any annoying or unsuspecting passengers. This isn't a good idea in multi-player mode as you're likely to get your head punched by the recipient of your foul deed.



RUMBLE IN THE JUNGLE...

Well you need something to race on don't you? So here are the four track types that are in the early version that we played...

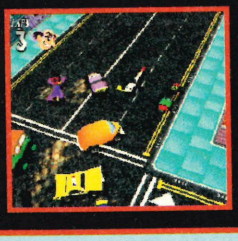
JUNGLE



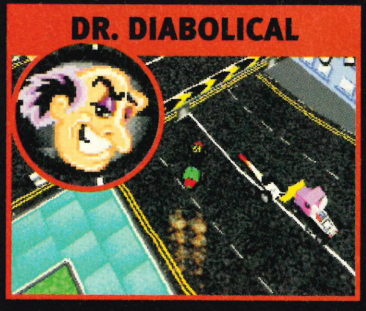
WILD WEST

DEEP SEA

METROPOLIS



DR. DIABOLICAL

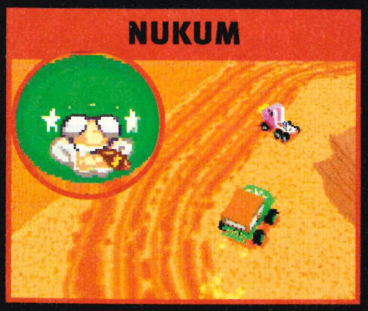


The evil, shady looking bloke of the group is also the fastest driver. His nuclear-powered car hits top speeds really quickly and is very useful round the bends. An excellent choice.

DUNKUM

This typical American cabbie driver hussles along in a typical American cab. Surprising eh? This little motor is average in most departments so it shouldn't be too hard to get to grips with.

NUKUM



Ten-n-n-n-n hup! Right you 'orrible bunch of layabouts! I'm here in my Jeep to teach you punks how to drive, and turn you into the best damn racers in the world. Dismissed!

LUCY

Soppy chick alert! She drives a bright orange van thing and has eyelashes for headlights. Sto-opid woman! Again though this is a good all-round car and very easy to use.

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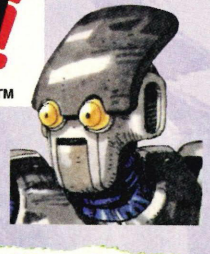

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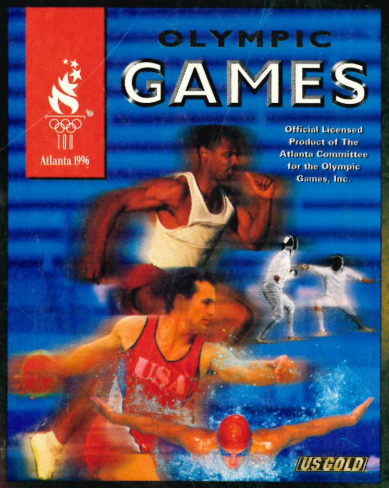

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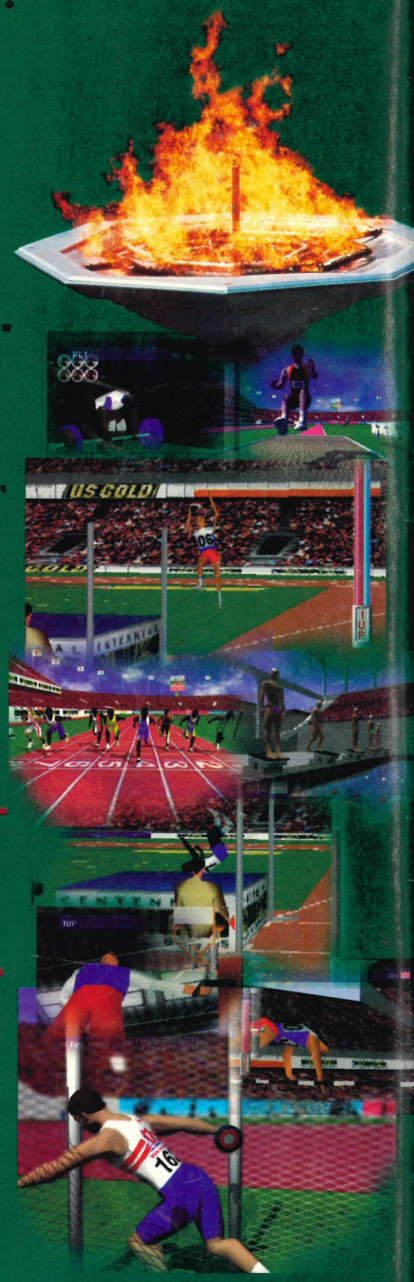

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